WANNA PLAY THIS ON THE MOVE?

PLAYSTATION PORTABLE: FIRST INFO

FREE POSTERS!

computer and video

games

SUMMER GAMES SPECIAL

WORLD EXCLUSIVE TEST DRIVE

LORD OF THE RINGS 2

FIFA 04

POKEMON COLOSSEUM

HALO 2

CASTLEVANIA PS2

MARIO KART: DOUBLE DASH!!

HARRY POTTER QUIDDITCH

METAL GEAR 3

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23 AMAZING SCREENS!

METAL GEAR SOLID 3

SNAKE EATER

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"THINGS JUST KEEP GETTING BETTER"

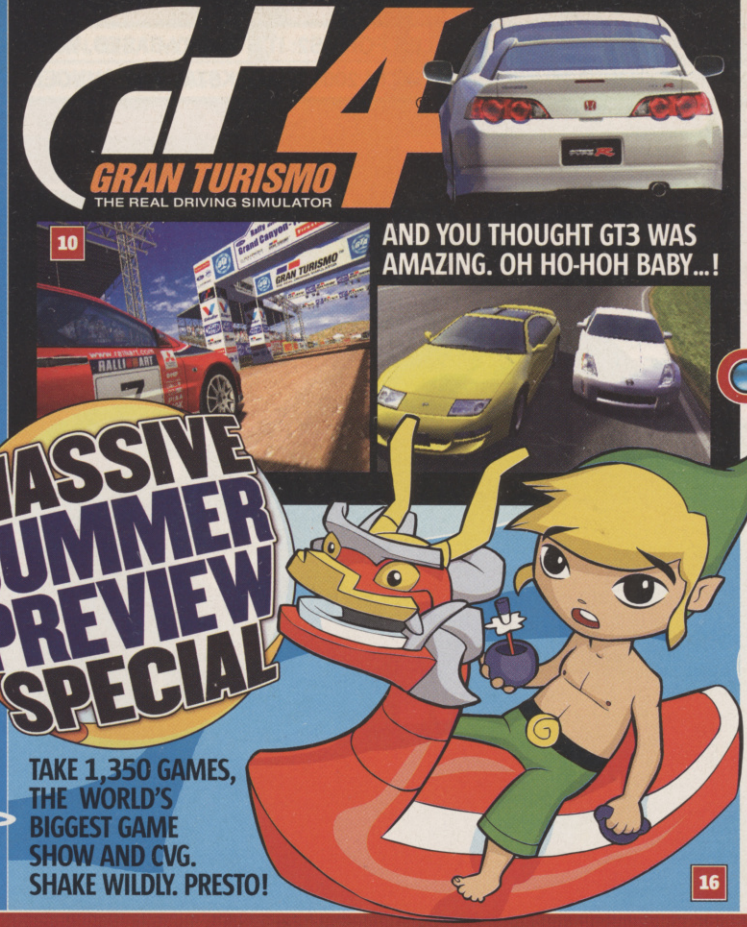
My eighth visit to E3 – you'd think I'd be bored by now. No chance. This year it truly was the greatest games show on earth! Let me run a few of the big name games by you: Metal Gear Solid 3, Halo 2, Half-Life 2, Mario Kart: Double Dash, and our cover story Gran Turismo 4. And those were the just the headliners – there were so many more must-have titles on the show floor.

Whether you're playing a PS2, Xbox, GameCube or PC, there are stacks of great games due this coming year. It's great to see killer exclusive titles on every format, and very different approaches from the Big Three: Nintendo, Sony, and Microsoft. If you expected E3 '03 to show a clear winner and loser, it wasn't to be.

Check out our massive Summer Preview to take in all that was hot at the show. Meanwhile we've this summer's biggest game leading our reviews section: Enter The Matrix. We've made a big effort to make sure our opinion is as close to reality as possible. All you copper-tops turn to page 78 now, and free your minds...

FOUR FREE POSTERS!

Alex Simmons Editor



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Our guide on how to crack the singleplayer game

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The highlights busted open in normal mode

PLANET CVG

THE HOT… FROM AROUND THE GLOBE

SONY'S ROAD TO SUCCESS

One of the first games for PSP will be Gran Turismo! Whether it'll be a modification of either of the original PSone racers or an all-new title is still to be confirmed.

Chances are you'll be able to race against other PSP-owning buddies thanks to the handheld's wireless capabilities. And you could download extras and unlock new features in the game by connecting the handheld version with GT4 on PS2 via the USB port. The possibilities are staggering, and having such a big name game in its launch line-up means that PSP is certain to get off to a flying start when it hits stores in 2004.

PlayStation Portable's Gran Turismo game promises to be by far the most sophisticated handheld title of all time

WORLD'S FIRST DETAILS

PlayStation Portable

War is brewing. Sony has just unveiled details of its first handheld machine and it makes GBA seem about as technically impressive as a Christmas cracker toy.

PlayStation Portable or PSP is set to rock the world when it launches at the tail end of 2004. And it won't just be a phenomenal games console. It's equipped with stacks of awesome functions that are guaranteed to make it *the* must-have mobile accessory of the decade. Sony's head honcho Ken Kutaragi has even gone so far as to declare the PSP "the Walkman of the 21st century" And that's no idle boast from the big man, because PSP looks like it's got everything going for it.

POWERFUL PALM-SIZED PLAYSTATION!

POCKET ROCKET

Sony's newest family member is more powerful than the original PlayStation, and uses a fancy bit of graphics technology called NURBS to create curved surfaces along with standard 3D polygons. This means that games on PSP should look much smoother and superior to any titles that appeared on Sony's first console.

It features new MiniDisc-style carts that can store 1.8Gb of data (that's the equivalent of around three PSone games), supports wireless gaming, boasts a super-high resolution 480 x 272 backlit widescreen, it's rechargeable, has the potential to download tons of music and could be used to watch movies! Not to mention the enormous back catalogue of PSone games it's got at its disposal. Remember, any or all of these could be updated for Sony's forthcoming mini marvel.

GAME BOY R.I.P.

No photos or early design sketches have been revealed yet, but you can bet your GBA that with the creators of PS2 in command PSP will be the slickest-looking piece of pocket-sized kit imaginable.

Nintendo will have to pull something pretty spectacular out of the bag some time soon if it hopes to stop Sony's ultra-powerful PSP from conquering the world of handheld gaming. It's simple. If GBA's successor doesn't match PSP blow for blow, then it could well be game over for Game Boy and mark the end of an era for Nintendo.

It's going to be a fierce and bloody battle between the two gaming giants, but that's brilliant news for all of us, because the quality of handheld gaming is about to shoot through the roof. The future of portable consoles has never looked so bright.

MEET THE TEAM

Alex Simmons
EDITOR
CURRENT FAVES
- Legend Of Zelda: The Wind Waker
- Legend Of Zelda: Ocarina Of Time
- Winning Eleven 6: FEII

Al has been trying a new management technique. He puts his feet up on the desk, and listens to N.E.R.D. on his 'phones. The idea is that we all think we're working harder, and therefore feel rewarded. Instead we're gonna kick back and party too. Hahaha!

Pete Walker
DEPUTY EDITOR
CURRENT FAVES
- Planetside
- Virtua Fighter 4
- Legend Of Zelda: The Wind Waker

CVG's very own gentle giant has been running the magazine this month with what is known as a skeleton team. Usually this refers to a small group of people, but in Pete's case he's been working CVG so hard they really have become skeletons! Bit spooky round here...

Lee Skittrell
REVIEWS EDITOR
CURRENT FAVES
- Pokémon Sapphire
- Resident Evil 0
- Legend Of Zelda: The Wind Waker

Giving Skitters a game is like handing a bottle of whiskey to a drunk. We now ask that you refrain from such cruel sport. We've had all kinds of trouble getting the lad to find normal reference points, because, really, you can't compare life to events in Pokémon.

Georgie Kyriacou
PRODUCTION EDITOR
CURRENT FAVES
- Mini Moni. Shaka To Tambourine...
- Viewtiful Joe
- Gregory Horror Show

Without Georgie CVG would be in bits all over the place. Georgie is our Secret Boss. She knows us far better than we know ourselves. She probably knows what colour pants we're wearing, but we're scared to ask... If you see her coming, put on your shades.

STUNNING SHOTS FROM THE SHOW FLOOR!

CVG VISITS E3

CVG flies to America to attend the biggest games show ever

CRAZY YANKS AND EVEN CRAZIER GAMES

PSONE RIPE FOR THE PICKING

PSone's back catalogue of games is probably the most bountiful of any console. And it's not just the quantity of titles that's so amazing. It's the quality.

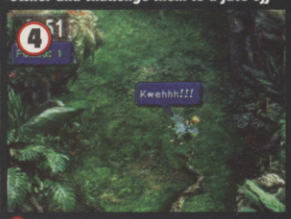
CVG could easily list over 100 PSone games that we'd love to see modified and upgraded for PSP, but here are five we'd sell our grandmas to see on Sony's portable slice of paradise.

FIVE MOST-WANTED PSONE GAMES FOR PSP

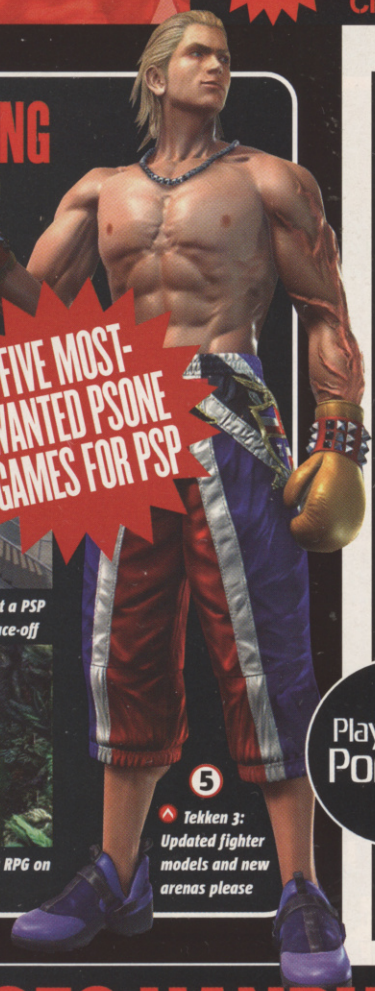
1 Metal Gear Solid: it could be just like MGS: Twin Snakes on GameCube

2 Tony Hawk's Pro Skater 4: Spot a PSP owner and challenge them to a face-off

3 ISS Pro Evolution 2: Multiplayer Pro Evo on the go. That would be the nuts!



4 Final Fantasy IX: PSone's best RPG on a handheld and in its full glory



5 Tekken 3: Updated fighter models and new arenas please

NO STRINGS ATTACHED

PSP will enable you to engage in multiplayer action without the use of messy wires trailing about...

No, this is not some form of evil witchcraft. You and other PSP users within the same small area will be able to connect machines remotely via Bluetooth or a similar piece of wireless technology yet to be announced. However, no details have been revealed as to how many PSPs can be linked together at any one time.

PLUG & PLAY

PSP will have a USB port so it can be connected to your PS2 or PC, enabling you to exchange or download files quickly and easily. But Sony has hinted that it'll be able to connect to other media devices too, such as digital cameras and printers.

SONY ANNOUNCES HANDHELD CONSOLE... NINTENDO CRAPS ITS BLOOMIN' PANTS!

CLEVER STICK

Instead of a big clunky piece of plastic like PS2's memory card, PSP uses Sony's slim multi-media Memory Stick to record save games and data. And there's a strong possibility that it could be used to store MP3 tracks, photos or small video clips.

The 32MB stick only costs £39.99 at the moment, and is four times the size of a standard PS2 memory card worth 30 quid. But with the price of the Memory Sticks dropping as data capacity continues to grow at an alarming rate, CVG wouldn't be surprised if you could pick up a massive 256MB stick for 40 notes come winter 2004.

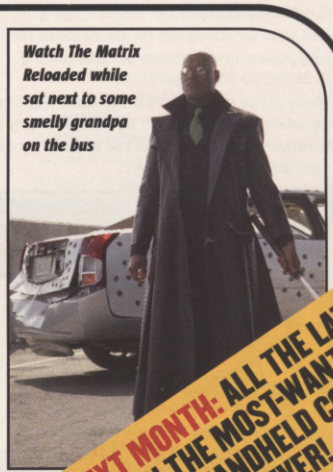
Store save games and all sorts of media on your cheap-as-chips Memory Stick. Nice

Small but very powerful: here's the first image of the Universal Media Disc for PlayStation Portable

WATCH MOVIES ON THE MOVE

The software comes on a newly developed optical disc encased in a plastic cartridge known as a Universal Media Disc or UMD.

The disc is almost identical in size to a regular Sony MiniDisc, but can hold up to 1.8Gb of information. That's more than a GameCube disc! And as UMD can hold up to two hours of movie footage, CVG wouldn't be surprised if Sony enables you to download the latest DVD releases onto blank discs.



Watch The Matrix Reloaded while sat next to some smelly grandpa on the bus

NEXT MONTH: ALL THE LATEST ON THE MOST-WANTED HANDHELD CONSOLE EVER!

Paul Davies
CONTRIBUTING EDITOR
CURRENT FAVES
- Legend Of Zelda: The Wind Waker
- Capcom Vs SNK 2: EO
- Pokémon Ruby

We can't let a day go by without mentioning Paul's hair. So, Paul's hair – it's really big, and we all like to laugh about it. Sometimes we put stuff in it when he's not looking, and ask him to go to the shop for sweets. Paul thinks the shopkeeper is happy to see him.

Mike Cooper
NEWS EDITOR
CURRENT FAVES
- Legend Of Zelda: Ocarina Of Time
- Legend Of Zelda: Link To The Past
- Winning Eleven 6: FE

Mike wakes up and smells the coffee. On his way to work, he takes time to stop and smell the flowers. He also likes the smell of victory. His nose knows. One day Mike thought he smelt a rat. In fact it was only Lee's trainers, but what can you do?

Jaime Smith
ART EDITOR
CURRENT FAVES
- Legend Of Zelda: The Wind Waker
- Winning Eleven 6: FE (GameCube)
- Street Fighter II: Turbo

We never saw a person smile as much as Jaime. He probably has a feather up his ass or something. Anyway, Jaime continues to be all happiness and light no matter what we do to him – sneaky stuff like adjusting the height of his chair. He'll freak soon.

Jenny McComb
SENIOR DESIGNER
CURRENT FAVES
- Legend Of Zelda: The Wind Waker
- Legend Of Zelda: Link to the Past
- Mario Sunshine

Jenny's collection of cool T-shirts has everyone enthralled. Her being a girl and everything, the boys aren't allowed to look. (Actually the boys do take a peek every now and then, when Jenny isn't looking.) Her T-shirts are cool, but we own better ones. Yeah, we do.

STOP PRESS EA HAS STATED THAT IT WILL ONLY DEVELOP ONLINE TITLES FOR PS2 ● CAPCOM IS DEVELOPING AN ADVENTURE KING OF FIGHTERS 3D ON PS2 IS SCHEDULED FOR RELEASE IN JAPAN THIS DECEMBER ● SONY'S IS RELEASING

CHART ATTACK

CVG MOST WANTED

1. GRAN TURISMO 4 (PS2)
Lee: "The best of the best just got a whole lot better. Online GT action! It's every driving nut's dream come true."

2. HALO 2 (XBOX)
Alex: "The original game was a heavyweight, but Halo 2 is a 200-ton giant. It'll crush all other console blasters into pulp."

3. DOOM III (PC)
Mike: "So atmospheric that you can almost smell the death breath of the monsters lurking in the shadows. Terrifying!"

4. MARIO KART (GC)
Paul: "The shots aren't that hot, but neither were the first pics of Mario Sunshine. I'll still put money on it being awesome."

5. TRIBES: VENGEANCE (PC)
Pete: "PC's greatest teamplay shooter series plus Unreal visuals plus System Shock creators equals un-be-lieve-able!"

READER'S MOST WANTED

Trevor Spencer once crippled a man for dissing his tombstone-sized Neo-Geo console. He hardcore!

1. SNK VS CAPCOM (NEO-GEO)
"This is gonna rule. Bring it on, Playmore!"

2. BIOHAZARD 4 (GC)
"Leon's back and I love his sheepskin jacket."

3. MARIO 128 (PS2)
"Come on Miyamoto, rekindle my N64 days."

4. FINAL FANTASY X-2 (PS2)
"Looks like Yuna has gone and got some fashion sense this time around."

5. METAL GEAR SOLID (GC)
"Just read this in Planet CVG. Can't wait!"

Send CVG a photo of yourself and list of five games you're most excited about playing, plus 10 words on each telling us why.
READER'S MOST WANTED, CVG, DENNIS PUBLISHING LTD., 30 CLEVELAND STREET, LONDON, W1T 4JD. EMAIL: MAILBAG.CVG@DENNIS.CO.UK (SUBJECT: READER'S MOST WANTED)

TOP FIVE GAMES TO REPORT TO THE RSPCA

1. TIMESPLITTERS 2 (PS2)
Laughing at a monkey for looking like a blow-up doll is simply unacceptable.

2. MGS: SONS OF LIBERTY (PS2)
Seagulls don't poop in your eye on purpose. So gunning them out of the sky with a high-powered machine gun and claiming it was self-defence just won't wash.

3. SONIC ADVENTURE 2 BATTLE (GC)
Sega has been genetically modifying rodents for over 10 years now! Have you ever seen a blue hedgehog travel at the speed of a bullet?

4. EVERGRACE (PS2)
This snail-whacking adventure is one of the worst role-players in the history of videogaming.

5. METROID PRIME (GC)
Many of the endangered indigenous creatures that populate the game aren't aggressive in any way. However, Samus still feels the need to fry every poor animal in sight. Bitch!

GAME MULTI-FORMAT TOP SELLERS

1	The Legend Of Zelda: The Wind Waker	GC
2	Tom Clancy's Splinter Cell	PC, XB, PS2
3	Midnight Club II	PS2
4	Championship Manager 4	PC
5	The Sims	PS2, GC, XB
6	FIFA 2003	PS2, XB, PC, PS
7	X-Men 2 Wolverine's Revenge	PS2, XB, GC, GBA
8	Grand Theft Auto: Vice City	PS2
9	Dancing Stage: Party Edition	PS
10	The Getaway	PS2

RELEASE DATES

GC	TOM CLANCY'S SPLINTER CELL	JUNE 05
XBOX	GROUP S CHALLENGE	JUNE 06
GC, XBOX, PS2	WAKEBOARDING UNLEASHED	JUNE 06
XBOX	CRIMSON SKIES	JUNE 06
PS2	FROGGER BEYOND	JUNE 06
XBOX	MIDNIGHT CLUB II	JUNE 06
PC	MOTOGP 2: ULTIMATE RACING TECHNOLOGY	JUNE 06
GC	LOST KINGDOMS II	JUNE 06
XBOX	RUN LIKE HELL	JUNE 06
GBA	DONKEY KONG COUNTRY	JUNE 06
PS2	BARBARIAN	JUNE 06
PS2	RETURN TO CASTLE WOLFENSTEIN: OPERATION RESURRECTION	JUNE 06
PC	ECHELON 2: WIND WARRIORS	JUNE 12
PS2, XBOX	EVIL DEAD: FISTFUL OF BOOMSTICK	JUNE 13
PS2, XBOX	F1 CAREER CHALLENGE	JUNE 13
PC	NEVERWINTER NIGHTS: SHADOWS OF UNDRENTIDE	JUNE 13
PSONE	METAL SLUG X	JUNE 13
XBOX	ROBOCOP	JUNE 13
PS2	DARK CHRONICLE	JUNE 13
XBOX	TOM CLANCY'S RAINBOW SIX: RAVEN SHIELD	JUNE 13
PS2, XBOX, GC, GBA	HULK	JUNE 13
PS2	RESIDENT EVIL DEAD AIM	JUNE 20
XBOX	BRUTE FORCE	JUNE 20
PS2, XBOX	SOLDIER OF FORTUNE II: DOUBLE HELIX	JUNE 20
PC	REPUBLIC: THE REVOLUTION	JUNE 20
PS2, PC	STARSKY & HUTCH	JUNE 20
XBOX	INDY RACING LEAGUE	JUNE 20
GBA	IRIDION 3D 2	JUNE 20
PC	INDYCAR SERIES	JUNE 20
PC	COLIN MCRAE RALLY 3	JUNE 20
GC	WARIO WORLD	JUNE 20
PS2	DIE HARD VENDETTA	JUNE 20
XBOX, GC, PS2	MACE GRIFFIN: BOUNTY HUNTER	JUNE 20
GBA	BATTLEBOTS: BEYOND THE BATTLEBOX	JUNE 20
XBOX	SX SUPERSTAR	JUNE 20
PS2, GC	BLACK AND BRUISED	JUNE 20
PS2	VIRTUA FIGHTER 4 EVOLUTION	JUNE 22
XBOX	STAR WARS: KNIGHTS OF THE OLD REPUBLIC	JUNE 27
PS2	CLOCK TOWER 3	JUNE 27
PS2	REEL FISHING 3	JUNE 27
XBOX	MIDTOWN MADNESS 3	JUNE 27
PS2	INDIANA JONES & THE EMPEROR'S TOMB	JUNE 27
GBA	MEGA MAN BATTLE NETWORK 3 BLUE	JUNE 27
GBA	MEGA MAN BATTLE NETWORK 3 WHITE	JUNE 27
PS2, XBOX, GC, PC	THE GREAT ESCAPE	JUNE 27
XBOX	GALLEON	JUNE 27
PC	DEUS EX: THE INVISIBLE WAR	JUNE 27
PS2, XBOX, GC	FUTURAMA	JUNE 27
PC	LIONHEART	JUNE 27
PS2	TRIBES: AERIAL ASSAULT	JUNE 27
PS2, XBOX	WORLD CHAMPIONSHIP SNOOKER 2003	JUNE 27
GC	BIG MUTHA TRUCKERS	JUNE 27
XBOX	DRAGON'S LAIR 3D	JUNE 27
GBA	HAMTARO HAM-HAM HEARTBREAK	JUNE 27
PS2, XBOX, GC	DEAD TO RIGHTS	JUNE 27
PS2, XBOX	GODZILLA: DESTROY ALL MONSTERS MELEE	JUNE
PS2	XENOSAGA	JUNE
PC	COMMANDOS 3: DESTINATION BERLIN	JUNE
XBOX, GC	FREESTYLE MX	JUNE
PS2	BATMAN DARK TOMORROW	JUNE
XBOX	VULTURES	JUNE
PS2	DOG'S TAIL	JUNE
PS2	ULTIMATE SAGA	JUNE
PC	HEAVEN AND HELL	JUNE
GBA	DUAL BLADES	JUNE
PC	FIRE DEPARTMENT	JUNE
PS2	ZONE OF THE ENDERS: THE 2ND RUNNER	JUNE
PC	PARIS DAKAR RALLY	JUNE
GBA	ROCK 'N' ROLL RACING	JUNE
PC	REPUBLIC: THE REVOLUTION	JUNE
PS2	TEKKEN 4 PLATINUM	JUNE
PC	WARCRAFT III: THE FROZEN THRONE	JULY 04
PC	HEATH: THE UNCHOSEN PATH	JULY 04
PC	FLIGHT SIM 9	JULY 04
GBA	POKEMON RUBY	JULY 25
GBA	POKEMON SAPPHIRE	JULY 25
PC	NAPOLEON	JULY 25
PC	DARKENED SKYE	JULY 25
GBA	SIM CITY 2000	JULY
PS2	EVERYBODY'S GOLF 3	JULY
GBA	GOLDEN SUN: THE LOST AGE	JULY
PS2	RISK	JULY
PS2	GLADIUS	JULY
PS2	ALTER ECHO	JULY
GBA	NEED FOR SPEED: PORCHE UNLEASHED	JULY
PS2	NICKELODEON PARTY BLAST	JULY
PC	AIR COMBAT SIMULATION: LOCK ON	JULY
PS2, XBOX, PC	THE GREAT ESCAPE	AUGUST
GBA	ICE NINE	AUGUST

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BASED ON TIM BURTON'S THE NIGHTMARE BEFORE CHRISTMAS EXCLUSIVELY FOR PS2. IT'S SET FOR LAUNCH IN AUTUMN 2004

EYETOY: PLAY THIS JULY FOR PS2. IT'S A COLLECTION OF MOTION SENSITIVE MINI GAMES THAT SUPPORT EYETOY TECHNOLOGY

Head-to-head GT4 action. Read all about the best racer ever on page 10

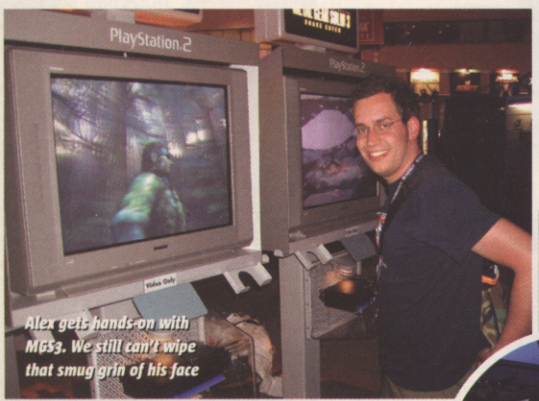
MEN AT 'WORK'

CVG JET OVER TO LOS ANGELES AND KNUCKLE DOWN TO SOME SERIOUS GAMING

It's a tough job flying to LA to play and drool over all the newest games, months or even years before they hit UK soil, but someone's gotta do it. In fact in CVG's case three people had to do it: Alex, Lee and Paul.

It was their job to get to every press event, announcement and game pod to ensure CVG could bring you the deepest, most hands-on details on all the games at the show. We're sure you feel their pain.

We've cut Planet CVG down this month to make space for all the hottest games they saw at the show, and you can read all about them in our 30-page Massive Summer Preview special starting on page 16.

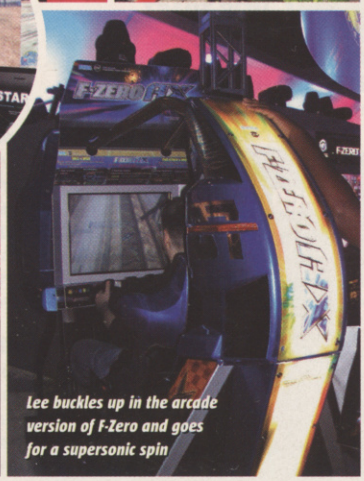


Alex gets hands-on with MGS3. We still can't wipe that smug grin of his face

Paul was often mistaken for a woman at E3

The Mario Kart racing pods were a sight to behold

There was a total of over 1300 games at the show. We played 'em all, honest



Lee buckles up in the arcade version of F-Zero and goes for a supersonic spin

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THERE IS A SLIGHTLY STRANGE MAN WATCHING YOU FROM ACROSS THE STREET

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Hurray! You're all fantastic and every videogame deserves 11/10... Gnnn

MAILBAG

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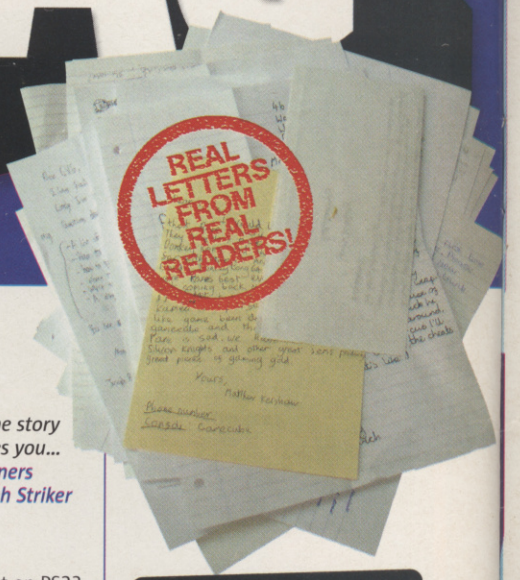


ON REPORT

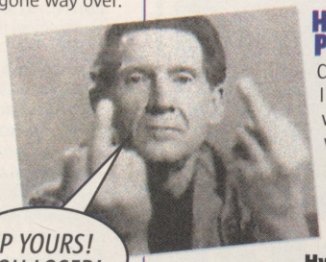
Why are you generally so cheeky and rude to most of your readers anyway? A bit is alright, but you've gone way over.

Zaid

I was surprised by the sarcastic tone in your replies. How would you like it if a heartless games mag replied to a letter you wrote like that? But it was still pretty funny...

Mega Henry

CVG *Different strokes for different folks, as we keep telling gorgeous Tess Daly every night we dream about her. Some of you love it, some of you hate it. So to celebrate the diversity of our readers, this issue of Mailbag is calling in the help of some of our most famous (and politest) friends* to provide you multiple choice answers. That way, you get to pick the one you like, and ignore the ones you don't. How nice are we?*



"No doubt this month we've had another tip-top, rollercoaster ride of fantastically witty and amazingly well-informed mails from CVG's extremely intelligent and very handsome/ pretty readers, and I can't wait to read them."

ME GAMER

I like games.

Joe

"Hulk like games too! Hulk prefer games which smash things."

CVG *That's Joe's mail in its entirety. You see what we have to work with?*

HOT OFF THE PRESS

CVG's the best mag I get. I was wondering if you were going to review Fire Warrior, and please could you tell me when it's coming out.

Hype2003

"Woah there, take a cold bath to cool down a moment, Hype2003, you're getting waaay ahead of the game. Fire Warrior's not out until September and while we've seen it up and running, we've yet to do a full preview, so the review is a couple of issues off."

CVG *CVG editor Alex spent many long years hunched over Warhammer boards and painting miniatures. A fact he hasn't mentioned to his new girlfriend. Oops. Publicly outed. Anyway, we've caught him late at night fawning over pictures of Fire Warrior, muttering something about his beloved dwarf army, so rest assured, we'll bring you the latest from Kuju as soon as we can.*

HE'S TOAST

Me and my PlayStation 2 were eating some toast for breakfast. This made it hyper and it started to hit me! And so the moral of the story is... don't feed your PS2 toast.

Wil

CVG *No, the moral of the story is that too much toast makes you...*

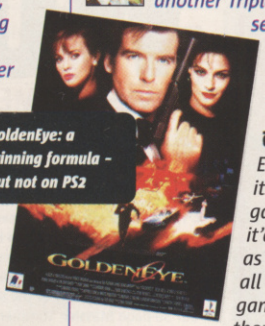
"Behave, Bub! Manners maketh man. Though Striker maketh X-Men."

GOLDENEYE 2

Why oh why is GoldenEye not on PS2? It's by far the best Bond game ever. Keep up the good work!

Dair_e

"Current licence holder EA keeps trying to pull off another Triple A Bond, but it seems GoldenEye is untouchable in many players' memories."



CVG *Yeah, if EA simply named its next Bond game GoldenEye 2, it'd shift ten times as many copies as all the recent Bond games. Hmm, now there's an idea...*

WORK, REST AND PLAY GAMES

My first point is your magazine is pure quality and is now my favourite magazine. This leads me to my second point: could you please tell me what's the best way to start to get involved in computer media?

Mlahp

"In short: get good school grades, especially in English, then either apply direct to your fave magazine or do some sort of post-school media or journalism training before applying. Oh, and most importantly of all, become a games guru. Play it all, know it all, study game manuals, memorise every word Miyamoto-san has ever said etc. etc. – and try to fit it all around a balanced social life. Easy."

CVG *From the smell emanating from CVG's Games Room, poor personal hygiene is a pre-requisite too. To experience for yourself what it is to be a writer on CVG, we suggest you strap a filthy sock over your mouth and nose, pour water down*

GUEST LETTER

Another entry from a parallel universe in CVG's Mailbag

OUT-TO-DINNER MATHEMATICS

Don't cheat and read the bottom until you've worked through it.

- 1. Pick the number of times a week that you would like to have dinner out (more than once but less than 10).
- 2. Multiply this number by 2.
- 3. Add 5 (for Sunday).
- 4. Multiply it by 50 (I'll wait while you get the calculator).
- 5. If you have already had your birthday this year add 1753. If you haven't, add 1752.

6.Now subtract the four-digit year that you were born.

You should have a three-digit number. The first digit of this was your original number (i.e., how many times you want to eat out each week.) The next two numbers are your age! (Oh yes, it is!). 2003 is the only year it will ever work.

Raiden721

"We had some time on our hands while waiting for all those load screens in Resi Zero, so we tried this out and it really works! Now we know how old we are! Fantastic!"

CVG *Unfortunately, most of us already know how old we are. One that calculates something useful would be cool. Ideally videogame-related.*

CVG STINKER

cut here

DIY POO

Since tastes vary so vastly as to what makes a good or bad letter, we considered giving the Star Letter the CVG Stinker award too. Then we hit on the ingenious idea of making half of Mailbag one giant CVG Stinker, before realising we'd already done that in previous issues. So in the interests of complete fairness, this month is DIY Stinker Month. Cut this award out and slap it on the letter that most annoys you. See? Cutting edge journalism, no expense spared. You'll have to buy your own glue, mind.

your undercrackers, turn up the central heating and spend two days uninterrupted under your duvet playing Final Fantasy Tactics on an old GBA – using a torch. Then imagine how you'd feel if you were reviewing a bad game.

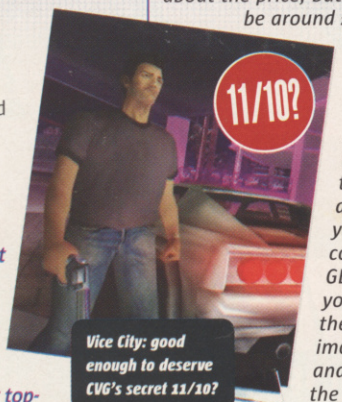
PUT A SOCK IN IT

I was just wondering, if a game was like super-super-super-great would you consider using the 11/10 score?

Suicidal Sock, Yorkshire

"Damn, this guy's good. Not only does he hint that he knows about CVG's hush-hush sock-under the duvet training technique, but he's discovered our top-secret über-weapon – the never-before-used 11/10 score."

CVG *Do us all a favour, Sock – jump.*



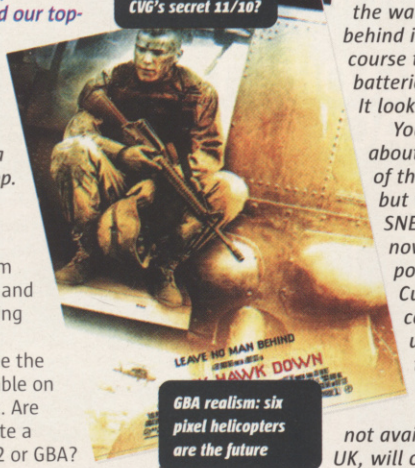
Vice City: good enough to deserve CVG's secret 11/10?

GOLD PUFFIN DOWN

I have seen the film Black Hawk Down and am currently reading the book, but I'm disappointed to see the game's only available on PC at the moment. Are they going to create a version for the PS2 or GBA? If so, can you tell me when it will be available?

Bradley, Hampshire

"Xbox and PS2 versions scheduled for later this year, suuuurhhh! No one gets left behind!"



GBA realism: six pixel helicopters are the future

CVG *Except GBA, which we think is a bit of a shame, considering how well reality-based shooters set in large, complex 3D environments transfer to a 32-Bit handheld. Almost like really being in Somalia. Porting to PlayStation 2 and Xbox is straightforward enough, but if Novalogic does decide it's worth making a game from scratch for GBA, we'd suggest a name change more appropriate to GBA. Maybe Gold Puffin Down: Escape From El Corridor.*

GAME ON

Ickle GBA games on your big telly. Nice. But only at a price

I'm a big fan of CVG and wondered if you had any new news on the Game Boy Player for GameCube, what features it will have and when it will be released? Also, with the Hori digital pad having a similar design to the old SNES pads, do you think Nintendo is planning on releasing something to let you play SNES games on the GameCube?

Paul

CVG *It'll be out any week now in the UK. We're still waiting to hear about the price, but we imagine it'll be around £30-40. If you can't wait, it costs £37 on import. Once plugged into your GameCube, there's no need to take it out, and you can use your Cube controller to play GBA games on your telly, change the size of the image on screen and even change the wallpaper behind it – and of course there are no batteries required. It looks super-crisp. You're right about the design of the Hori pad, but with so many SNES games now being ported to GBA, Cube/SNES connectivity is unlikely. But the pad's excellent and, while not available in the UK, will only set you back £12 on import.*

** Don't be daft, it's just us pretending we're them.*

computer and video GAMES **STAR LETTER**

STAR LETTER

PLAYING IN THE ARSE

Why do developers ruin their games by trying to extend the playing time in lame, boring ways? Take Ratchet & Clank. A fun game apart from the developers extending its life by having you walk around aimlessly looking for gold bolts. Where's the fun in that? If I enjoyed wasting time looking for something I can't find I'd ask someone to hide my car keys in the house and spend the day searching for them. It's not just platform games. Racing games generally try to extend playtime by having you complete them repeatedly. Then there's the multiple endings scenario in most survival horror games. It's just something you feel you have to do because it's there.

It's fine for games like beat 'em ups because they take such a short amount of time to complete, but for a game like Luigi's Mansion I don't want to finish it and then be told to do it all over again in a near identical mansion. A lot of these are good games, but they ruin the playing experience by having you play them over and over again or walk around the levels for hours looking for something. By the end of the game all the fun has gone, so you just remember it as a bad experience and avoid the sequel. For their own good and mine, make them stop!

Richard Craig

"Mmm, yes Ricardo, some a-faaascinating and a-valid points, but-a we can't a-help but-a detect-a the slightest hint of-a sarcasm and negativity."

"If it's not fun then stop playing it! Or stick to high-scoring classics like ours!"

CVG *Quite right, Richard. Anyone who only played the core missions in Vice City should get a 50 per cent refund for all those bits of the game they didn't actually need to play. Meanwhile, we're all off to relax by looking for blue coins in Sunshine and treasure maps in Wind Waker.*

JOYTECH

Our star letter-writer gets a bundle of quality peripherals from [illegible] so time to get scribbling...

WINNER

CONSOLE-NATION CORNER

WE'VE SET ASIDE A SPECIAL CORNER FOR THE 'MY PAST/PRESENT/FUTURE CONSOLE IS BETTER THAN YOURS' DEBATE

WHO RULES?

I would like to know from the experts. What is better out of PS2 or Xbox, and is the new GBA SP any good?

Craig

CVG *These days, anyone who's played a videogame is a certified expert. So over to you, readers...*

XBOX!

Xbox is big, I agree. But it doesn't matter! When PS2 gets its well-needed add-ons, it'll pan out to be the size of Xbox anyway – even if you do need to fork out for important (expensive!) add-ons to go online... And as for the kiddie machine GamePuke, they should make Resi a PG certificate to go with its fans.

Will

"Mmm, bigger IS better, wouldn't you say, boys? Who's for volleyball?"

N-GAGE!

I'd just like to say ha to Nintendo after reading about Dixons' decision to stop selling GameCubes. Even if it loses a grip on the console market it can still fight for the handheld market. I also think that Sony has a lot of catching up to do if it wants to beat Xbox in the online war. Xbox Live seems amazing – I can't wait until Halo 2 and Project Gotham Racing 2 are playable Live.

Ronan

CVG *You also mentioned the rumoured Xboy and Sony handheld threatening Nintendo's grip on the handheld market. Well, Sony has just confirmed the PSP, so maybe the Xboy is true too, in which case Nintendo really does have a fight on its hands – on all fronts.*

DC STILL RULES

Today you can grab a DC at around £30, and games brand new for £10 each. So why get a new console? If your answer is that you want game X on the new console, chances are game X, Y and Z were on DC.

Matt

GBA SP-EW

Am I the only one who believes that Nintendo is squeezing our pockets for every penny it can get? It hypes up the release of GBA, then two years later it releases a new handheld console which has a few better features. Nintendo should have a trade-in agreement for GBA owners – part-exchange.

Ruairi, Dublin

PS3 AND PC!

My ideal PS3 would, of course, let you play PSone, PS2 and (naturally), PS3 games, but I think it should let you play PC games, as well. Of course, you'd need some sort of gizmo to do this. This is just a thought, but does anyone out there agree with me? Hardly likely.

Christopher

CVG *Which leads us onto the oldest chestnut of them all – would it be better if we just had a single gaming platform? The last time we mentioned this at CVG Towers, it took four months before we realised we couldn't even agree on a name, what with Paul blubbing every time it didn't start with a 'P' for PlayStation. X-CubeStation? PSX-Cube? GamePlay-Box? Feel free to reignite the debate in next month's Mailbag.*

GT4

GRAN TURISMO

THE REAL DRIVING SIMULATOR

- PUBLISHER SONY
- DEVELOPER POLYPHONY DIGITAL
- OUT EARLY 2004

ONLINE GAMING x16

IN A NUTSHELL

Powered by an entirely new engine, with improved physics and computer AI and more cars, courses and options than ever before, Gran Turismo 4 looks like being every bit as essential as the previous entries in the series. Not only is it the best-looking PS2 title we've seen, but now those famous races will be playable online against other human opponents. The real driving sim is getting a whole lot *more* real.

UK.PLAYSTATION.COM

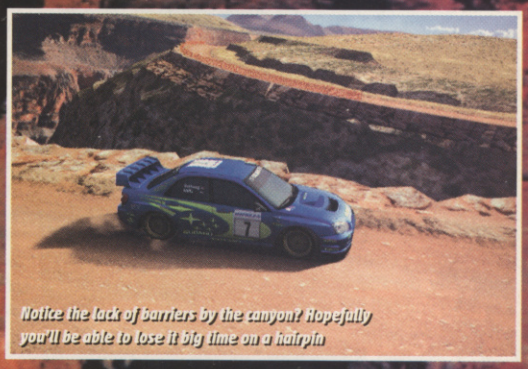
OFFERING MORE THAN EVER BEFORE, THE WORLD'S FAVOURITE RACING GAME IS BACK AND IT'S THE BEST!

Thirty-two million sales later and the Gran Turismo series is about to enter a whole new territory of play – online racing. It's Gran Turismo! It's online! Got that? Right, let's continue.

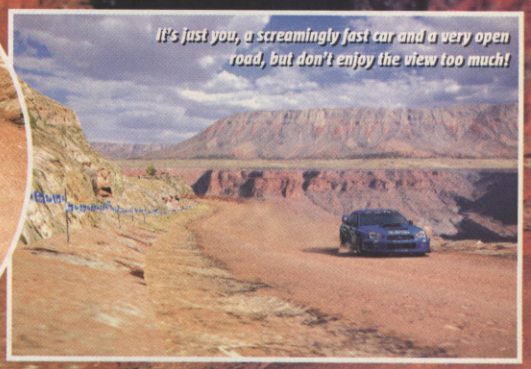
So how do you improve on what's gone before? More cars, more courses... those are a given, but what of the really innovative stuff? How about you get to race the history of the automobile!

THE FACTS

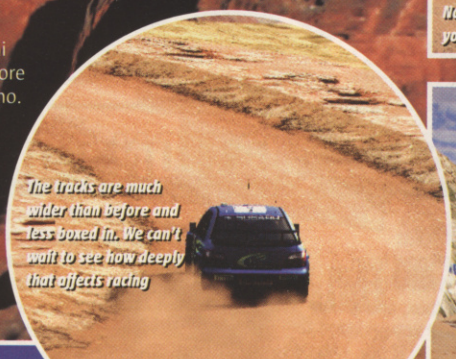
- Online
- Over 500 cars
- New courses including London, New York, Paris – confirmed
- Improved AI
- New physics engine
- Second-hand cars are back



Notice the lack of barriers by the canyon? Hopefully you'll be able to lose it big time on a hairpin



It's just you, a screamingly fast car and a very open road, but don't enjoy the view too much!



The tracks are much wider than before and less boxed in. We can't wait to see how deeply that affects racing

MORE THAN BEFORE

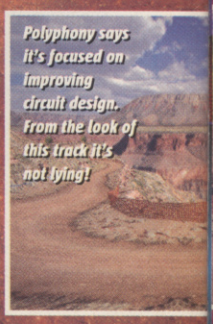
Godfather of GT Kazunori Yamauchi has stated that GT4 will include more cars than any previous Gran Turismo. GT2 remains the current record-holder with over 500 cars. Depending on whom you listen to, estimates for the number of different vehicles in GT4 start at 500 and reach the low thousands. We'll have to wait a little while longer for the definitive answer, but the confirmed number currently stands at over 500, and between now and release that number can only rise.

Already in the early code in. Even more elaborate camera angles than before

With the good news we also have to bring you the bad. Polyphony Digital has confirmed that there won't be car model damage and the online play won't support the USB headset, so you can't talk to your opponents online. Hmm, no model damage, but don't worry, that doesn't rule out loss of engine performance due to crashes. Nice.

RACE THE WORLD

As for online play, details of different races and rules haven't been revealed yet, so there's still hope that you'll be able to form clans and have three-vs-three or two-vs-two-vs-two races. Did



Polyphony says it's focused on improving circuit design. From the look of this track it's not lying!

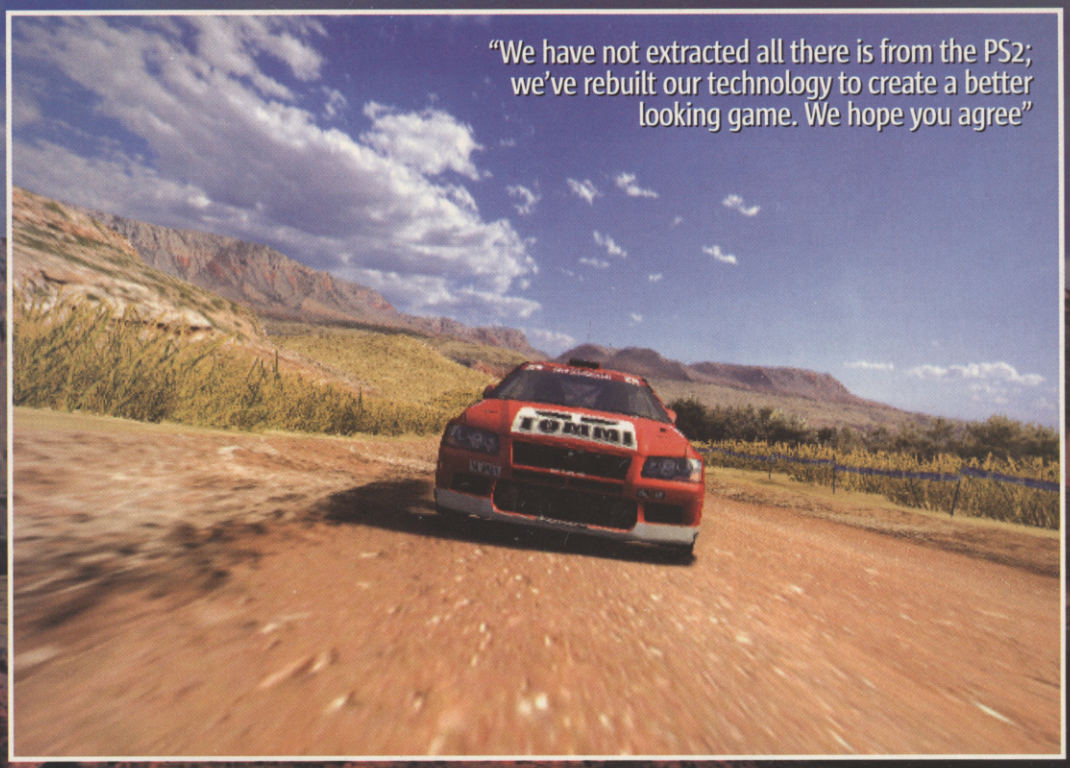
WHAT CAR?

Wondering what cars GT4 will allow you to drive? Here are the beauties we've spotted already.

- Alfa Romeo Giulia Sprint GTA
- Alpine Renault 1600S
- Chevrolet Camaro Z/28 302
- Chevrolet Chevelle SS 464
- Chevrolet Corvette Stingray 350
- Chevrolet SS12
- Chevrolet SSR
- Chrysler Prowler
- Dodge Viper Concept
- Ford GT40
- Honda Prelude Type S
- Honda NSX-R LM
- Impreza Rally
- Isuzu 117 Coupe
- Lancer Evolution
- Lotus Europa Special
- Mazda FD RX-7
- Mazda LM RX-8
- Mini Cooper S
- Mitsubishi Evo VII Rally
- Mitsubishi Lancer Evo VIII
- Nissan Fair Lady 240ZG
- Nissan Z LM Unlimited Edition
- Pagani Zonda
- Plymouth 'Cuda 440-6
- Pontiac GTO
- Pontiac GXP
- Pontiac Vibe GT
- Subaru Impreza Rally Car
- Subaru Impreza WRX STi
- Suzuki Cappuccino
- Toyota Corolla Levin 1600 GT Apex
- Toyota Supra 2.5 Twin Turbo R

RUMOURED:

- Aston Martin Vantage
- Caterham Fireblade
- Citroen CX Mk1
- Jaguar Type R
- Leading Edge 240RT
- Lexus SC400
- Noble GTO
- Rolls Royce
- Rover MGF
- TVR 350
- Volkswagen Golf GTi MkII
- Volkswagen Polo GTi



The exterior may be made to an old design, but it's under the virtual bonnet that hopefully you'll notice the real difference

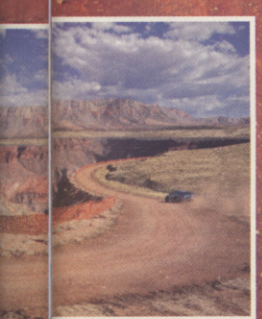
Lots of dust, some bushy scenery and the squeal of brakes. Lovely

Even the clouds look better than ever in Gran Turismo 4 and we're not kidding!

What good is a bit of orange plastic if you plough into it at top speed?

you get the hint there? Yep, another let-down. Online play will have a grid of six cars only. Sony hasn't discounted offline play supporting more, but we have a feeling that any more than six cars on a grid will remain a pipe dream.

There are no more details as yet on the rumours that you'll be able to trade used cars online. However, used cars (much missed in GT3) are definitely in GT4, according to Yamauchi. He confirmed this indirectly by stating that a 10-year-old second-hand car will feel noticeably different to a brand new model. Aha!



TOUGHER, MEANER

Yamauchi indicates that the development of GT4 has been far more challenging than the previous titles. "Gran Turismo 3 was easy for us on PS2 because it was the first GT game on PlayStation 2. GT4 is harder because we have to outdo our own work on the same system. We have been rethinking and working hard to create a better game, and we have set ourselves goals and objectives for GT4.

"We have not extracted all there is from the PS2. We have rethought the procedures and rebuilt our technology to create an even better-looking game. We hope you agree."

"Oi! Come back, we want to admire your bodywork a little longer!"

Could this finally be a Sega Rally Arcade beater? Only kidding!

PRETTIER, FASTER

The most obvious improvement is visual. The cars have always looked outstanding, but now the environments are catching up. "We have been able to increase the quality of the graphics because our designers' skills have evolved, not the hardware," says Yamauchi.

Three new environments are confirmed so far, with courses based on real locations. The most visually spectacular is a dusty rally circuit around the lip of the Grand Canyon. If that doesn't rock your world, how about cruising your way through the familiar streets of New York. And for the real car freaks there's the famous Tsukuba circuit – a favourite of Japanese motor manufacturers for vehicle testing.

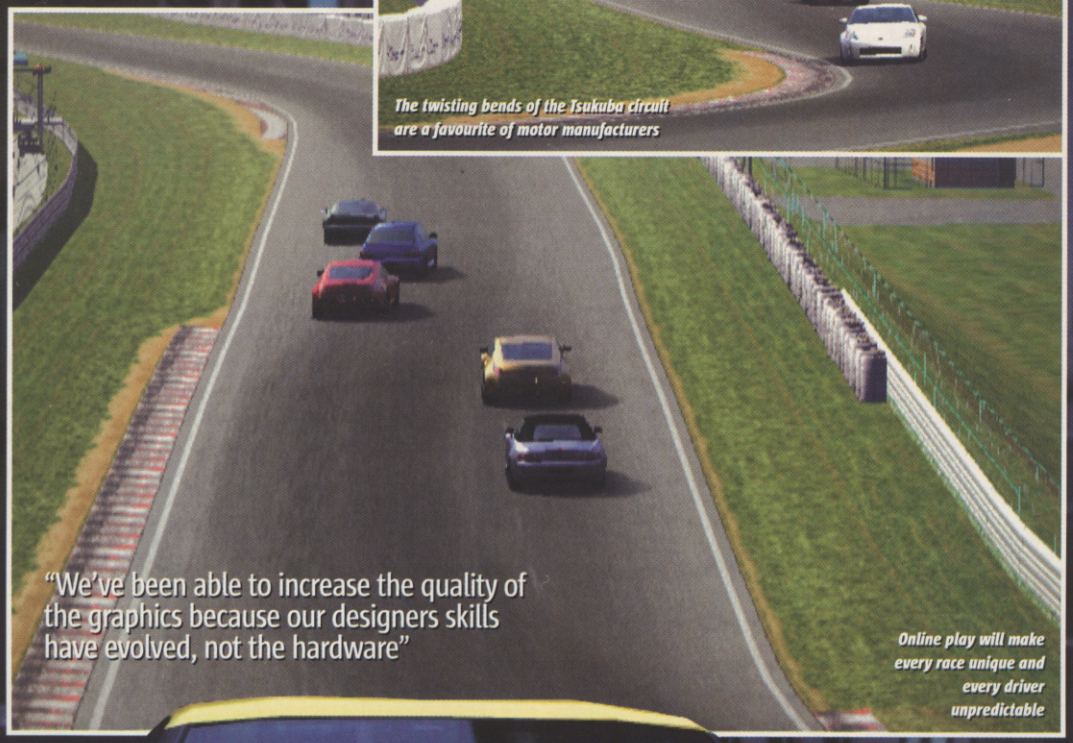
Hopefully they won't have Ash on the soundtrack this time

Computer drivers are now smarter and refuse to be left behind of the pack

If the rumours are true, the addition of weather will make every race a challenge

The twisting bends of the Tsukuba circuit are a favourite of motor manufacturers

Computer drivers will actually stray from the racing line. Our prayers have been answered!



"We've been able to increase the quality of the graphics because our designers skills have evolved, not the hardware"

Online play will make every race unique and every driver unpredictable

WHAT A VIEW

There's far more trackside detail than in GT3, while another noticeable improvement on the rally courses is the wide open spaces you get to race through, so you're no longer boxed in by rows of trees. The New York circuits are spectacular, with more building detail than in the Seattle and Tokyo street circuits of GT3. Shadows from

The trackside detail shows a vast improvement over Gran Turismo 3

This must be a lower league race if the empty stands are anything to go by

The boast that it's the 'real driving simulator' cannot be argued with

Even a simple circuit race can look really beautiful in Gran Turismo 4

If you want to be leading this pack, you'll need to get your car set-up just right

Just look at these beauties. The gleaming bodywork... it's a petrol-head's heaven

Despite rumours, there's still no physical damage, so don't sweat moments like this

"We've created an all-new car design procedure which helps to create better-looking and easier-to-create cars"

Despite the graphical improvements, Polyphony is still refusing to put drivers in the cars. Good or bad? You decide

HOTROD!

From the confirmed list of cars already in the game, one thing that's apparent is that the Seventies era of American muscle cars is extremely well catered for. Yamauchi has hinted that players will be able to modify a car's appearance as well as its engine. Could this lead to The Fast And The Furious-style drag races online? Please, please, please!

buildings fall across the track and famous landmarks are easily identifiable. It looks certain that Paris and London are also going to feature in GT4, so forget the car fanatics – this could be massive with tourists!

JAPANESE GLOBETROTTERS

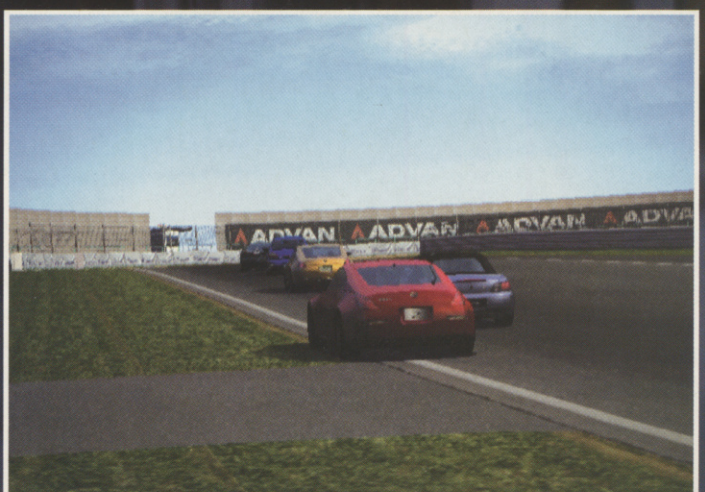
Like everything in the Gran Turismo universe, the focus in GT4 is on realism and detail. Yamauchi and his team have travelled around the globe in their pursuit for authenticity. "We spent 10 days photographing and studying the nature of the Grand Canyon," says Yamauchi. "We studied a 40km diameter area to create our course. The rally courses are better because our technology is better and because of our physics engine, the game is easier to control."

PHOTO FRENZY!

Yamauchi and his team didn't just travel around the globe to photograph the landscapes. Another reason for their extensive travel was to find and choose the cars for GT4. The team has visited the US, Italy, France, Germany and the UK on its travels, with an army of staff and digital cameras in tow.

With military precision, the team hit a country and take over a racetrack, while manufacturers deliver a procession of pristine vehicles. Digital photos are taken of each car from a variety of angles. Then the engine sound is recorded at different increments for five seconds at a time.

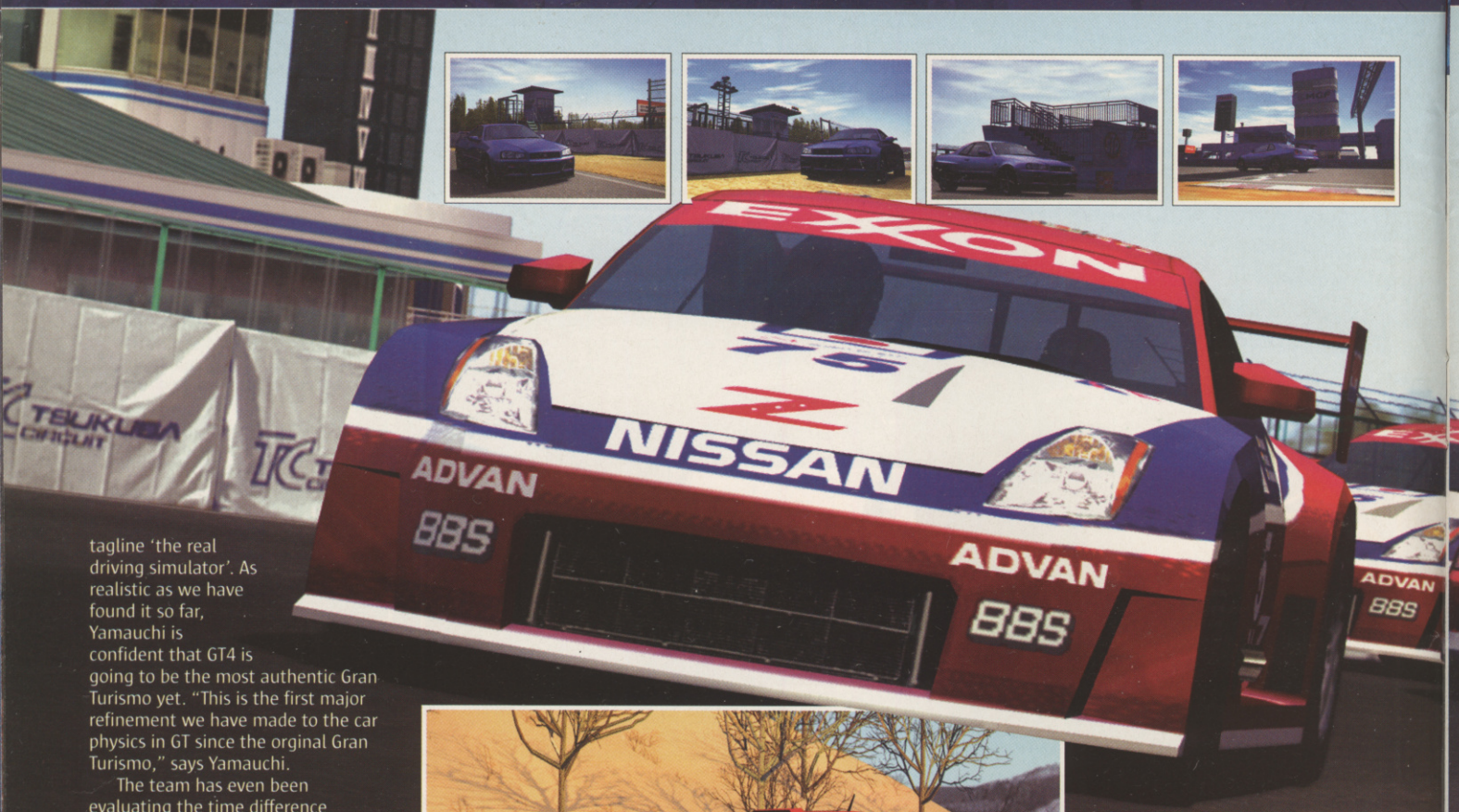
Yamauchi says: "We have created an all-new car design procedure which helps to create better-looking and easier-to-create cars." We can only assume that easier-to-create cars means that we'll get to play with more of them when GT4 is released.



No good looking for the hard shoulder mate, there isn't one...

EVEN BETTER THAN THE REAL THING

It's this passion and attention to detail that has earned the series the



tagline 'the real driving simulator'. As realistic as we have found it so far, Yamauchi is confident that GT4 is going to be the most authentic Gran Turismo yet. "This is the first major refinement we have made to the car physics in GT since the orginal Gran Turismo," says Yamauchi.

The team has even been evaluating the time difference between cars racing around circuits, comparing reality with the performance of in-game equivalents. Any time difference between reality and the simulation is noted and then carefully adjusted, ensuring GT4 inches ever closer to realism.

DRUNK DRIVERS

Another area of improvement the team is focusing on is the artificial intelligence of the computer drivers. A common criticism aimed at the series is that computer drivers all try to follow the same line and will collide with each other needlessly because of this. This flaw is notably absent in the

The motors in GT4 span the birth of the racing car to all the latest models

HOW REAL?

Want evidence of how real GT4 will be? After building the new physics engine, the Polyphony Digital team tested real cars on real race circuits, then repeated the process with its simulated cars and courses. The results were incredibly close. A Mazda RX-8 took a lap time of less than one second variance around Laguna Seca compared with the game. A VW Lupo around Tsukuba was again within one second. On the same course the virtual Honda S2000 was within four-tenths of a second of matching reality. Pretty good, huh?

There's still no indication to whether you can modify the rims of your car, so this camera angle may be a little redundant

WEATHER OR NOT?

One rumour regarding GT4 that just won't go away is over the weather. Although nothing has been confirmed yet, GT3 hinted at more variable meteorological conditions with the inclusion of wet roads. Will this be taken a step further in GT4? Let's hope for rain, snow, fog and more.

"This is the first major refinement we've made to the car physics since the original Gran Turismo"

At the moment the cars featured in screenshots are models we've seen before. Just wait till you see what's being kept under wraps

CVG GETS BEHIND THE WHEEL AND GOES FOR A SPIN

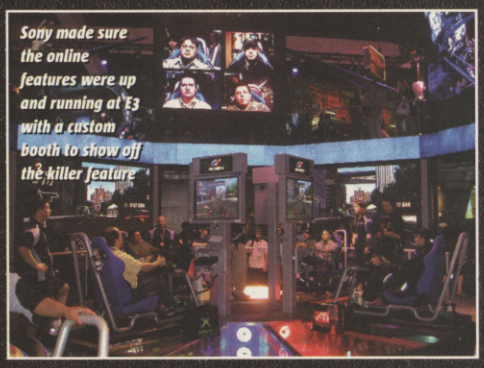
"We snuck in to Sony's big conference room at E3, away from the noisy show floor. Just us, a huge plasma screen, GT4... and a strong black coffee. We didn't need the caffeine to wake us up – GT4 is so great, it's shocking.

"Playing GT4 is like listening to your favourite CD on the best sound system you can find, as opposed to a cheap car stereo from Argos. The familiar console driving experience is reinvented with purer, more authentic control that allows new freedom to drive. The result was thrilling on all the three courses available to try.

"You could race through the streets of New York, do laps at Tsukuba Circuit, or rally around the Grand Canyon. We jumped into the Grand Canyon first to see how the new GT engine handles clouds of dust. All good news – no drop of frame-rate, and the car felt like it was buffeted around by the slightest undulations on the surface. Perhaps the least exciting of the three courses was Tsukuba – very straightforward, but a good excuse to take the Honda NSX-R LM Edition screaming down the straights. You can really appreciate the sense of velocity, versus the bone shaking of the Grand Canyon.

"The showcase location was really New York, raced through Manhattan – Times Square, and the construction site at Ground Zero. Giant mirrored skyscrapers reflected nearby buildings. Sequenced lights on theatres ran their routines here and there. We can't wait to see this rendition of Broadway at night.

"Overall... wow! You'll be amazed, again." **Paul**



Sony made sure the online features were up and running at E3 with a custom booth to show off the killer feature

current build of the game. Smashing and bumping computer drivers looks like being a thing of the past.

It's also clear that the computer drivers are now far more competitive, they make fewer mistakes and are now more likely to catch up with the leader towards the end of a race.

PAST TO PRESENT

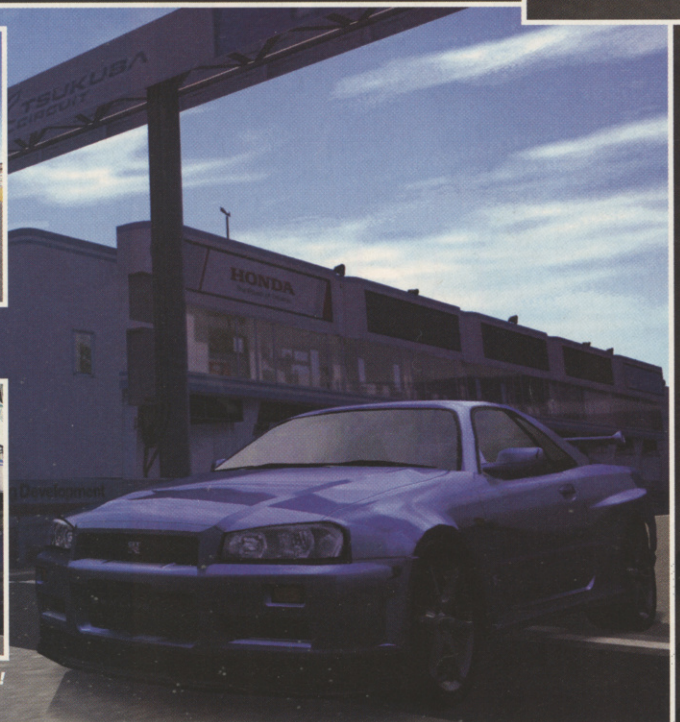
So far we're promised that GT4 will play better, and we can see from the screenshots that it looks better. What about the cars, though? Yamauchi leaves us with a bit of a riddle. "We want players to re-experience the history of cars, from the birth to the present, in a way only possible with Gran Turismo."

Looks like he should be pulled over for dodgy brakelights! Or maybe he's just attempting to hide in the shadows?

The benefits of sponsoring GP circuits becomes all too obvious

107 laps and still no sign of a Little Chef!

Come on, Sony, show us some more cars... please!



Over 500 cars have been confirmed, possibly more by the time Gran Turismo 4 is completed. Will this be one in your collection?

What does this mean? Well, we know that the Simulation mode has been renamed GT Universe for GT4. There's also the addition of virtual museums among the new car manufacturers and used-car dealers. What this adds up to is a far wider variety of cars. Most importantly, with the addition of vintage vehicles, and a time span that ranges from the birth of the race car to the latest models, GT4 simply offers the history of racing.

Gran Turismo 4 is scheduled for UK release in 2004. We'll bring you more information as soon as we can. CVG

CVG OPINION

This isn't some cheaply churned-out quick to cash-in sequel; GT4 promises to be the honest-to-goodness real driving simulator you've been waiting for. **Alex H**

WE LOVE

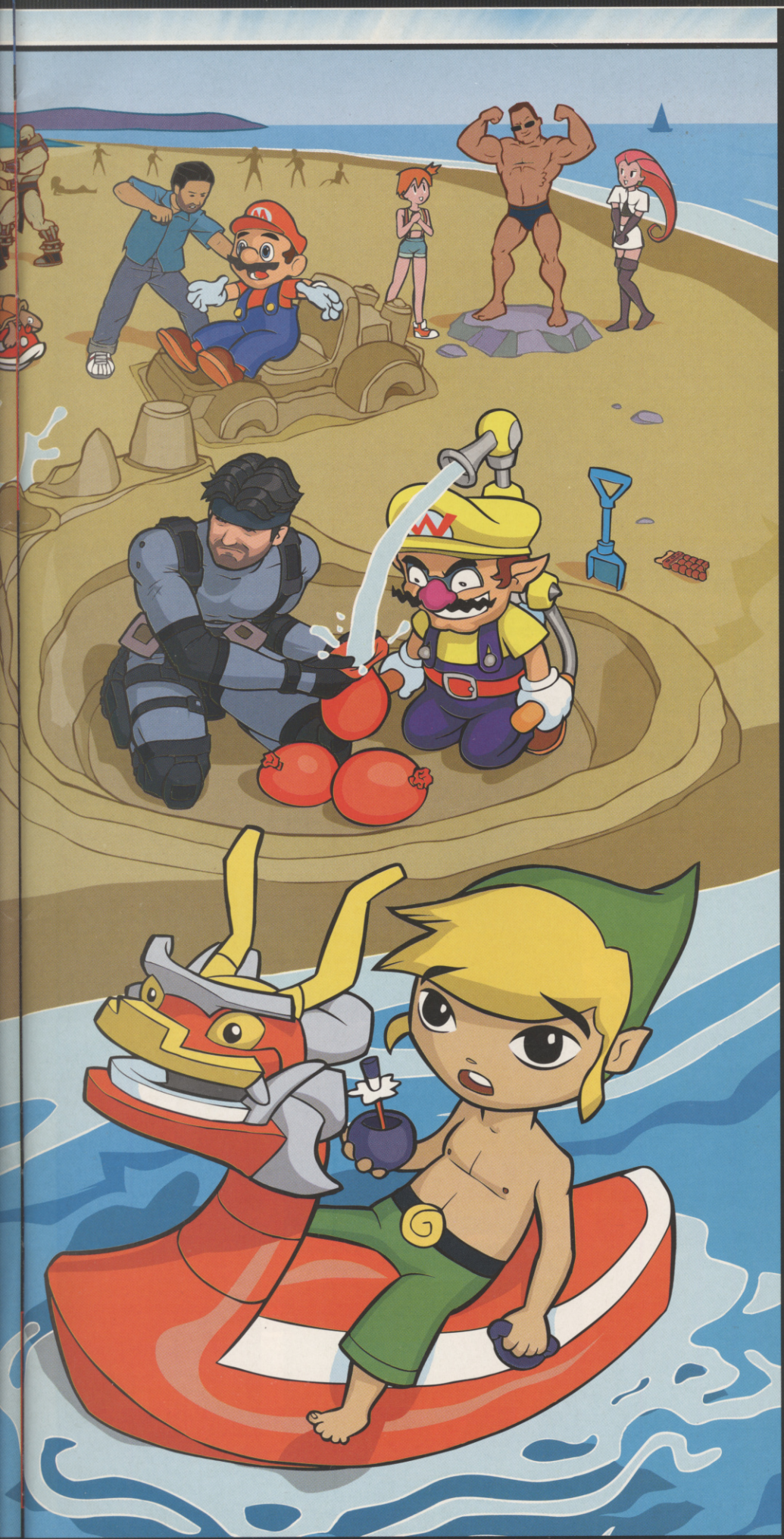
- Online racing is going to be the sweetest feature ever
- A virtual museum and the chance to race classics. We're there

WE HATE

- The endless days we'll have to wait until it's ours

MASSIVE SUMMER PREVIEW SPECIAL

30 PAGES BULGING WITH THE BIGGEST AND BEST SIZZLING NEW GAMES FROM E3, THE HOTTEST GAMES SHOW ON EARTH!



THE TITLES THAT SET E3 ON FIRE

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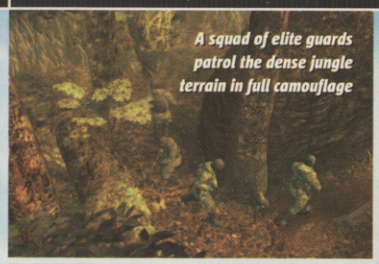
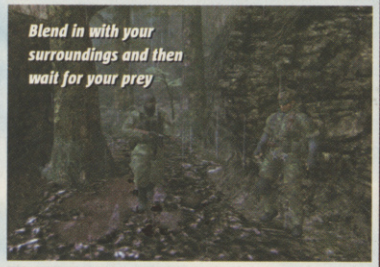
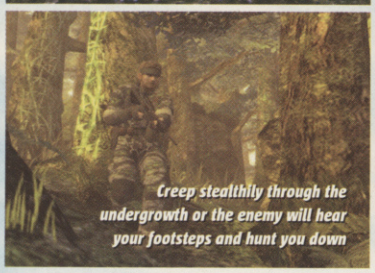

A squad of elite guards patrol the dense jungle terrain in full camouflage


Blend in with your surroundings and then wait for your prey


Creep stealthily through the undergrowth or the enemy will hear your footsteps and hunt you down

Snake goes back to nature and takes a sneaky piddle to scare off the piranhas

METAL GEAR SOLID 3
SNAKE EATER

● FORMAT: PS2 ● PUB: KONAMI ● DEV: KCEJ ● ETA: 2004

YUMMY! THE TASTIEST TACTICAL ESPIONAGE GAME EVER

ALEX'S GAME OF THE SHOW

"It's a year from release but already a must-play. Hanging from a tree, you're picking off guards as they run around in confusion. Amazing."

Hideo Kojima said that he'd never make another Metal Gear game. But when Konami revealed showstopper Metal Gear Solid 3 at E3, guess whose name flashes up in big letters as director and game designer? The cheeky little liar has been very *very* busy indeed, secretly working on what already looks like the slickest, most innovative, and exciting stealth adventure of all time.

You've probably worked out by now that the whole game takes place in the jungle. These are the world's first screenshots of MGS3: Snake Eater. They say a picture paints a thousand words. We can only think of two: HOLY CRAP!

WHO IS SOLID SNAKE?

Sometimes if you kick and scream loud enough, people listen. Konami clearly paid attention to all the criticism voiced by fans disappointed from having to play most of MGS2: Sons Of Liberty as Raiden, because MGS3 is *all* about Snake.

In fact, the action takes place probably before Raiden was even a glint in his daddy's eye, back in the 1960s, and delves into our main man's murky past. A mysterious masked man in black freefalls from thousands of feet up at terminal velocity. The ground is fast approaching. Down to a few hundred feet – it's getting hairy.

Then, about 50 feet above the jungle canopy, our mystery man pulls the ripcord on his parachute and glides stealthily into unknown territory. The mask comes off. It's Solid Snake. He looks young and mean as hell.

KING OF THE SWINGERS

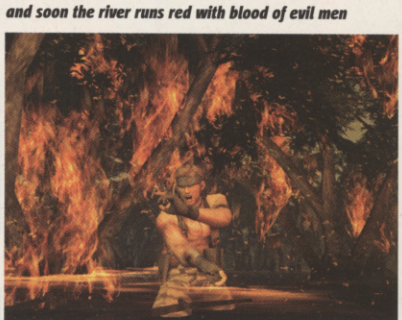
Now get ready for the good stuff. In MGS3 Snake reveals more of his killer skills. You can sneak up into trees and then swing down and hold onto a branch one-handed to shoot enemies with the other, Splinter Cell-style. Plus if there's a guard directly below you, you can drop down and grab the sucker by surprise.

Other deadly techniques include the ability to stranglehold enemies from behind and cut their throats with a commando knife.

However, one of the most intriguing gameplay elements in this latest Metal Gear game is the emphasis placed on survival. You have to kill and eat certain creatures such as massive fish and snakes to keep yourself alive and enhance your abilities.

MGS3's new jungle environment is riddled with hundreds of awesome hiding places

A crazy gun fight erupts at the bottom of a waterfall and soon the river runs red with blood of evil men

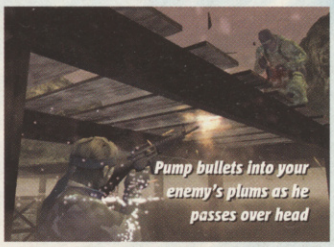

A spectacular fire rips through the trees, forcing Snake to strip down and take a bath in the river to cool off

HANDS-ON PLAYTEST

"Forget Sam Fisher, Solid Snake looks set to revolutionise the hide 'n' sneak genre again. The jungle setting adds a completely new dimension, as Snake crawls through dense grassland and swings from the branches of trees. The clinical setting of Sons Of Liberty feels lifeless compared to MGS 3's organic setting. And you have to watch your step, because if you tread on a branch it'll snap, alerting nearby guards. Likewise, plant your boot in a puddle and your cover could be blown. And, cleverly, the deeper the puddle, the louder the splash!

It's Snake's customary coolness that makes Metal Gear a gotta-play. But perhaps the most intriguing element is the way Snake must survive. Metal Gear genius Hideo Kojima has hinted that this is as much about jungle survival game as stealth action, with Snake having to use all his resources to hunt for food as well as avoid the enemy. Is this guy hard or what?!"

You've been spotted! Leg it out of the open and sprint back into the depths of the jungle


Pump bullets into your enemy's plums as he passes over head

Ambush patrols. A well-thrown grenade should kill 'em all

BACK TO MOTHER NATURE

Unlike the formulaic setting of the man-made corridors and surroundings in MGS2, everywhere in MGS3 feels natural and offers you more sneaking opportunities than ever before.

You can crawl through tall grass, but be careful not to make too much noise. And it's best to crawl through the thick undergrowth when the wind is blowing, so guards don't notice any irregular grass movements. Also, there are heaps of fallen logs, tiny caves, boulders and other natural hiding places to use to your advantage. It's the perfect playground for Snake.

SNAKE'S GONE ALL RAMBO

Along with all the spectacular stealth action, Kojima's upcoming masterpiece also features some spectacularly explosive confrontations and fierce battles.

One scene sees Snake chased along a shallow fast-flowing river by a pack of bloodthirsty mutts, and forced to leap off a waterfall.

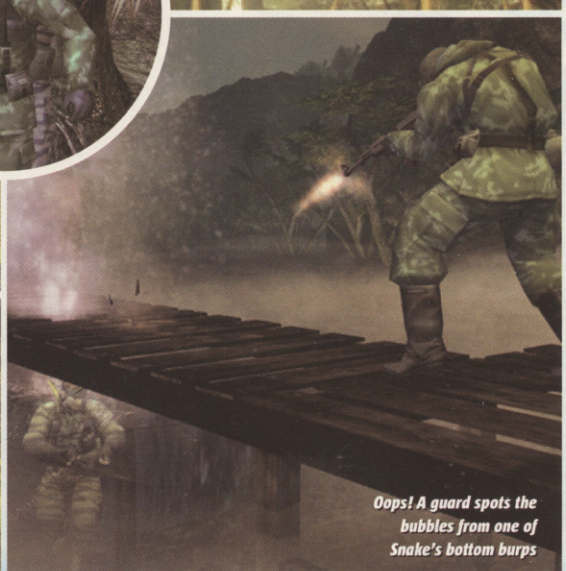
Then there are the mental gunfights that thunder out across thickly wooded areas with smoke grenades, bark splintering and flying off trees, and claret spraying everywhere, staining the jungle floor.

Metal Gear Solid 2 has got the lot, and we want it all. Now.

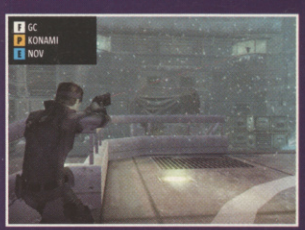
Sons Of Liberty might have looked amazing, but this will truly blow your mind

Snake makes like a monkey and quickly climbs up to the high ground to avoid detection

You can hang off ledges just like you could in the last couple of MGS games


Oops! A guard spots the bubbles from one of Snake's bottom burps

SNAKES ALIVE



HANDS-ON PLAYTEST

METAL GEAR SOLID: THE TWIN SNAKES

"While the story remains the same, visually Twin Snakes is light years ahead of the original PSone Metal Gear. In fact it looks identical to Sons Of Liberty and that's a definite bonus. This is mainly because of the first-person view, allowing you to now pick off enemies from a distance, which wasn't possible in the first PlayStation MGS. The opening scene is a great example – hiding under crates is no longer your only option for infiltrating the enemy base. Now you can take out the guards with stun darts and creep past while they're slumped on the ground.

The bosses rock too! Remember the guy who bombed around in the tank, taking potshots at Snake? Now combine that with the PS2 slick graphics and you get some idea of how great the remake looks. So if you haven't got a Cube, now's the time to start saving." **Alex**

If the Pokémon fail to dazzle you, their special effects surely will!

JENNY'S GAME OF THE SHOW

"Wow! I love Four Swords, it's just so Nintendo – so clever and cute. Two-dimensional games can be so much more charming, don't you think?"

While some Pokémon look mean on the GC, others look far less menacing

They look a lot smaller and less frightening on a Game Boy, that's for sure!

POKÉMON COLOSSEUM

● FORMAT: GAMECUBE ● PUB: NINTENDO ● DEV: NINTENDO ● ETA: WINTER

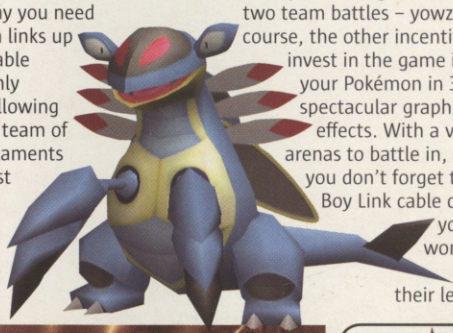
LET YOUR POKÉMON FIGHT LIKE RUSSELL CROWE

The Pokémon merchandising juggernaut knows no end, with Pokémon Colosseum acting as a gladitorial playground for all your portable pets.

Pokémon Colosseum is the third entry in the successful Pokémon Stadium series, except now the name is different, just to confuse anyone who's been following the series religiously so far.

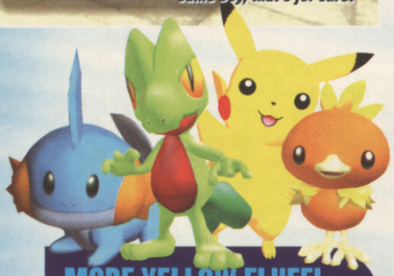
A lot's changed in the Pokémon world since the days of the N64 – we're no longer playing Pokémon Red and Blue but Ruby and Sapphire instead. That's why you need Colosseum, which links up to the latest portable entries in the highly lucrative series, allowing you to enter your team of Pokémon in tournaments and battles against your friends.

New to Colosseum is the ability to team up with a friend and combine your strengths for two-on-two team battles – yowzer! Of course, the other incentive to invest in the game is to see your Pokémon in 3D with spectacular graphical effects. With a variety of arenas to battle in, make sure you don't forget the Game Boy Link cable otherwise your pets won't get to stretch their legs!



Is that a cheeseburger that's about to fight? The humanity!

Burn, you fluffy devil, burn! Oh, it's electrocuting someone else



MORE YELLOW FLUFF!

POKÉMON CHANNEL

Play with Pikachu on your GC as you search for the missing segments of his favourite TV show. Explore beaches, mountains and even play a virtual version of Pokémon Mini.

POKÉMON BOX

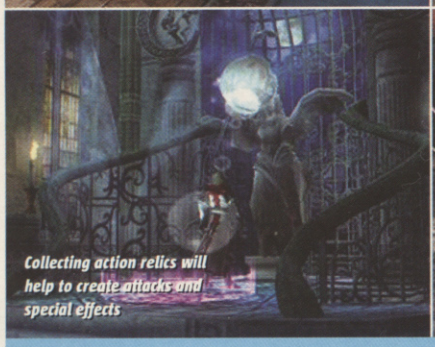
A GC link-up that lets you play Sapphire and Ruby on the big screen, and allows you to save up to 1500 Pokemon on a GC memory card – clearly for the seriously addicted only!

POKÉMON PINBALL: RUBY & SAPPHIRE

Sequel to the million-selling Pokémon Pinball, now with 200 new creatures from Pokémon Ruby and Sapphire and added bumpers and balls. Do you want to catch them all... again?

Some of the special effects are good enough to shame the Final Fantasy series

There are five different areas: Cathedral, Theatre, Garden, Alchemist Lab and Dungeon


Collecting action relics will help to create attacks and special effects

Leon only has a dagger before he's given a whip by an alchemist

CASTLEVANIA: LAMENT OF INNOCENCE

● FORMAT: PS2 ● PUB: KONAMI ● DEV: KONAMI ● ETA: OCTOBER

Yeah, yeah, so you've got Devil May Cry, but the original daddy of Gothic action, Castlevania, is back on the PS2 as the latest addition to the Castlevania family.

It's the first 3D Castlevania game to be developed by the series' producer, Koji Igarashi. You travel back centuries into the past to play as Leon Belmont, the forefather of the vampire-hunting Belmont clan. The Belmonts appear in all the Castlevania games, so this is like an 'origin' story. How cool does that sound?

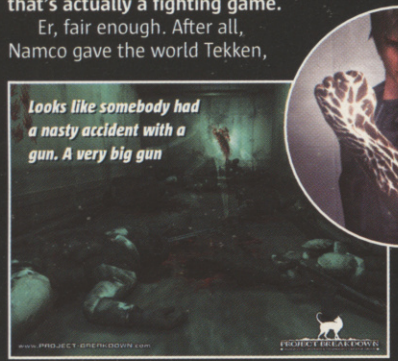
Leon breaks into Dracula's castle to rescue his fiancée, and the action kicks off. You have to fight through rooms using a whip and sub-weapons (Holy Water, Dagger, Cross, Axe and Crystal). There are over 35 different kinds of enemies in five different castle areas, and players must also collect 10 action relics to create special attacks.

BREAKDOWN

● FORMAT: XBOX ● PUB: MICROSOFT ● DEV: NAMCO ● ETA: EARLY 2004

Looks like Namco wants to have its cake and eat it. The developer has unveiled Breakdown – a first-person shooter that's actually a fighting game.

Er, fair enough. After all, Namco gave the world Tekken, and if it wants to make an FPS beat 'em up then it can damn well do as it likes. To be fair, it's calling it a first-person action-adventure game, and there's a witch's brew of different styles in there. For part of it you'll be shooting, kind of like Unreal; for bits of it you hunt around and solve puzzles like a first-person Lara Croft, and in still other bits you need to rely on your fists. But put your reservations about gameplay style to one side (hey, rules are made to be broken, right?). What will decide Breakdown is the quality of its storyline and graphics. And judging from these shots we're sorted on the graphics...



A helicopter flying this close to a glass-covered walkway usually spells trouble. Or so we're told

As it's first-person, you see through your character's eyes. So how come you're looking in this direction? Erk

THE LEGEND OF ZELDA: TETRA'S TRACKERS

● FORMAT: GC ● PUB: NINTENDO
● DEV: NINTENDO ● ETA: LATE 2003

There's never any rest for Link. Taking a well-earned break between quests, he must now rise to a pirate's challenge.

The task? To become a stamp collector, no less. Hardly fitting for the games world's hardiest adventurer, but there you go. The pirate Tetra (from Legend Of Zelda: The Wind Waker) has set him the task of collecting stamps from her piratical mates. We don't know why, and it doesn't really matter, because the word here isn't 'story', or 'realism', it's 'connectivity'. Using GBAs as controllers, up to four players can compete at the same time – racing to collect stamps and using hints that may appear exclusively to them.

This is how the game will appear on each player's GBA

Here, on the GameCube screen, you can see the pirate Tetra presiding over her four stamp-collecting Links

THE LEGEND OF ZELDA: FOUR SWORDS

● FORMAT: GC ● PUB: NINTENDO ● DEV: NINTENDO ● ETA: LATE 2003

As above, here you'll be using your GBA and GC together as players compete to collect coins. However, as you and your mates explore the world of the game there'll be times when you have to work together to gang up on enemies and solve puzzles. On the other hand, you have to look out for number one because you want to win the game. See the dilemma? And as you can hide in caves (on GBA) or go outside (on GC), you'll have to work out where your mates (or enemies) are...

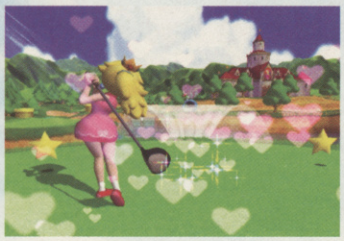
This is the game as seen on the GameCube – the holes are caves

You'll often need to work together to defeat enemies

MARIO GOLF: TOADSTOOL TOUR

● FORMAT: GC ● PUB: NINTENDO
● DEV: NINTENDO ● ETA: JULY 28 (US)

The Mushroom Kingdom is a hazardous place to play. Avoid Piranha Plants and Chain Chomps and play with up to three friends.



MARIO PARTY 5

● FORMAT: GC ● PUB: NINTENDO
● DEV: NINTENDO ● ETA: WINTER

New boards and fresh faces. Enjoy 60 new duel, classic or everyone-against-Bowser mini-games, as well as the expanded singleplayer mode.

SUPER MARIO ADVANCE 4

● FORMAT: GBA ● PUB: NINTENDO
● DEV: NINTENDO ● ETA: 22 SEPTEMBER (US)

A remake of the awesome NES classic Super Mario Bros 3, but with updated graphics and new levels. Plus it's compatible with the e-Reader.

MARIO AND LUIGI

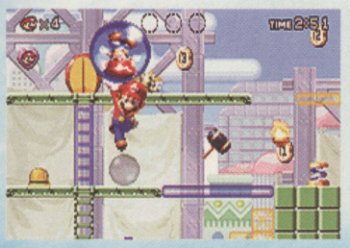
● FORMAT: GBA ● PUB: NINTENDO
● DEV: NINTENDO ● ETA: WINTER

Control each of the pipe-fitting brothers separately, or team them up to pull off mad moves in this puzzle-solving action RPG.

MARIO & DONKEY KONG

● FORMAT: GBA ● PUB: NINTENDO
● DEV: NINTENDO ● ETA: TBA

There are no details on this new platformer, but it looks like a modern-day remake of Shigeru Miyamoto's first ever game, Donkey Kong.



PAUL'S GAME OF THE SHOW

"It's all about speed and tight control rather than long drawn-out circuits and the look is deliberately kiddie, like reality has been thrown out the window."

Mario surprises Bowser by whipping out his banana

MARIO KART DOUBLE DASH

● FORMATS: GC ● PUBLISHER: NINTENDO ● DEVELOPER: NINTENDO ● ETA: WINTER

TWICE AS MUCH FUN AS BEFORE

Skidding around in the SNES and N64 Mario Kart games was a lonely affair. One man and his motor on the open road. No passengers. But that's all changed for GameCube, because every cutesy kart in Double Dash is occupied by two characters intent on wreaking highway havoc.

CHALK AND CHEESE

Any unlikely pair can team up and take to the multitude of tracks dotted throughout the Mushroom Kingdom, including all the new cast members such as Baby Mario and Baby Luigi.

The way it works is dead simple, too. One drives while the other dishes out the road rage with new special items and quirky power-ups. You control both simultaneously, and each can switch places at any time throughout a race. And character-switching strategically is an essential skill to master, as each famous Nintendo face is equipped with unique skills that are especially effective in different scenarios.

TWO GAMECUBES ARE BETTER THAN ONE

You can play with up to seven mates in any of the the eight-way split-screen modes, by connecting two Cubes via a broadband cable – which promises to be a riot. But the lack of an online multiplayer option is disappointing news, considering the glut of online-enabled PS2 and Xbox racers like GT4 and Project Gotham Racing 2 that were unveiled at this year's show.

Get the latest details on Double Dash in next month's Planet CVG.

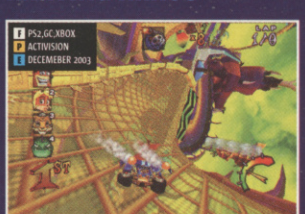
Connect two Cubes for eight-player action

Mario and Bowser put their differences aside

HANDS-ON PLAY TEST

"The jury is still out on the weirdo wagons Mario and pals are driving, but we were so happy to find that the game is a total joy. It's very fast (though nowhere near as fast as F-Zero!), with lots of twists and turns on the circuits to keep your mind and thumbs engaged. The wide roads and lengthy stretches are replaced by the likes of narrow ledges and corkscrew corners that require lots of hopping and power-sliding to speed through. It's really cool how your racing team is set up – choose any two characters, then any vehicle. In addition to cleverly revised weapons from N64 MK, there are brilliantly funny new gadgets to attack or protect you, many specific to each character. When you see Bowser drop his Giant Shell you'll drop a big steaming poop in your pants!" **Paul**

KARTING KHAOS



CRASH NITRO KART

One of Mario's platforming rivals goes down the karting route. Offering four worlds and 17 courses, Crash and his friends must race to save the Earth from destruction!

Crest
See and feel the difference.
Make brush time play time.
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You're happy. Your Mum's happy. Everyone's happy.
So get her to get you one.
How can she say 'no' to a toothbrush?
RACING
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STAR WARS REPUBLIC COMMANDO

● FORMAT: XB, PC ● PUB: ACTIVISION
● DEV: LUCASARTS ● ETA: 2004

Join a squad of Republic Commandos, FPS style. Brutal realism will keep you in suspense while you patrol.

The suspense is lifted from Aliens

Shrieks fill the air as you investigate

The Unreal engine in full effect!

We've found it! Come on, this way!

Trouble up ahead. Err... you go first...

Ugly winged things cling to the doors

Shoot them before they land on you!

Fight battles in space and against the beautiful blue sky of planet Earth

You know this is a spaceship because the floor's really shiny

HANDS-ON PLAYTEST

ROGUE SQUADRON III REBEL STRIKE

● FORMAT: GC ● PUBLISHER: LUCASARTS ● DEVELOPER: FACTOR 5 ● ETA: TBA

MAY THE FORCE BE WITH CUBE

Han Solo flings his speeder bike round the dense forests of Endor, blasting Imperial marines as he goes. He and Chewie spot an AT-ST scout walker. The pilot is soon dead, a blaster hole in his temple, and the two get behind the controls of the two-legged tank and stomp off through enemy lines, blowing seven shades out of anything with "Property of the Empire" stamped on the back.

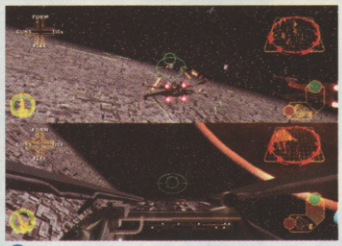
Half an hour later and the pair of them are back in the Millennium Falcon, covering Rebel fighters as they desperately try and penetrate the defences of the second Death Star.

Put simply, Rogue Squadron III: Rebel Strike for GameCube could be the answer to every Star Wars fan's dreams. You get to fight in all the best battles from the first three films, play as all the cool characters, and – for the first time in the series – you can land your ship and carry on the fight on foot and in a variety of land vehicles.

The graphics are stupendous. The last game was pretty awesome-looking, but this really takes the biscuit – more Tie Fighters on screen than you can shake a blaster at; dense foliage caught in blinding shafts of sunlight in the jungles of Yavin 4, and fantastic animation as Luke rides his trusty Tauntaun steed into battle between the colossal legs of the AT-ATs. There are 13 missions in all, which may not sound a lot, but like earlier games, each will have numerous stages and hidden extras to unlock.

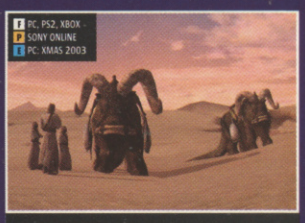
A host of multiplayer modes have also been developed, including head-to-head and co-operative versions of the game. You can even play through the entirety of Rogue Squadron II in split-screen co-op mode, which sounds like a total treat to us.

Check the jungle setting which though lush, can still be set alight


Looks a bit barren... Did someone forget to water the plants when they went on holiday?

A fallen tree blocks your path. Wanna bet it's not just a question of walking round it...

SEEKING TO OVERTHROW



GALAXIES

Work continues apace on online Star Wars RPG Galaxies – the most exciting thing to appear on PC since that MPEG of Pamela Anderson and Tommy Lee was doing the rounds.

JEDI ACADEMY

With its slightly lifeless visuals and hackneyed action, we're not overly impressed so far. Its strongest feature would appear to be the ability to customise your lightsaber.

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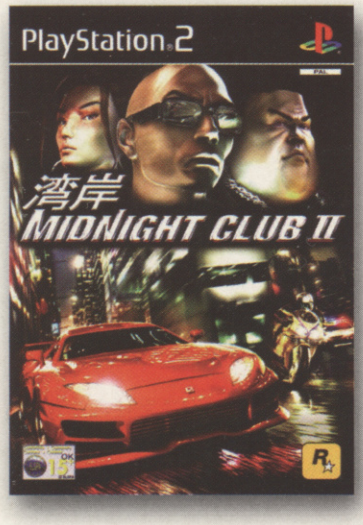

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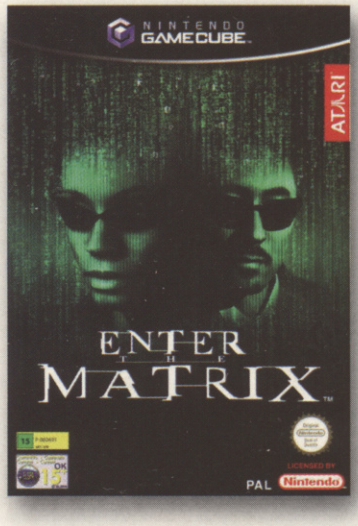

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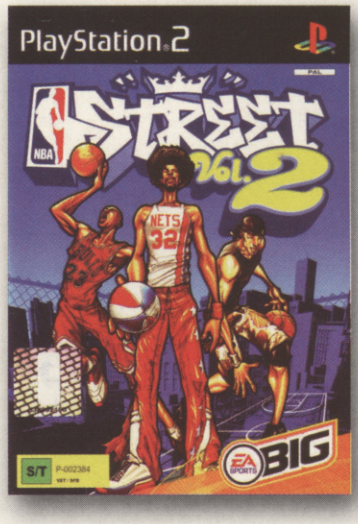

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HALO 2

● FORMAT: XBOX ● PUB: MICROSOFT
● DEV: BUNGIE ● ETA: SPRING 2004

Holy hand grenades! Most of us at CVG have been known to fantasise wildly about Halo 2, spending hours arguing amongst ourselves over what the perfect Halo sequel would be like.

Never did we imagine that developer Bungie would make every one of our ideas seem so pathetic in comparison with the overwhelmingly outstanding universe that it has masterfully crafted for Halo 2.

This is not only the best-looking and most original first-person shooter ever to blast onto a console. It could even become the greatest shooter ever made, and is guaranteed to turn anyone without an Xbox green with envy when it stomps boldly onto UK soil early next year.

MIKE'S GAME OF THE SHOW

"I played the original Halo through twice, it was that brilliant. But I've never seen a console shooter that looks as amazing and in-depth as Halo 2."

Halo 2 smashes all the boundaries of what can be done on a home console

THE WORLD'S GONE MAD – AND IT'S AWESOME

Picture it. You're dropshipped into the heart of a fierce city-based battle on war-torn Earth. Hundreds of Marines are trying to fight off a relentless army of Covenant invaders in a vicious street fight stretching over miles. The city is stained with the blood of good men. It's hell, and you're not in a good mood. It's time to get heavy.

Out comes the trusty assault rifle, now with added sniper scope. A firefight unlike anything that you ever experienced in the first game ensues. After nailing a few headshots it's out with the grenades. Bodies fly, cars explode, solid bits of building crumble, and anything nearby shatters spectacularly. The destruction is insane, and offers enough excitement to send anyone with a weak heart into full-on cardiac arrest.

KNIGHTS IN SHINING ARMOURED VEHICLES

Things are getting out of control, but just in the nick of time a convoy of Warthogs tears into view. You sprint and hop onto the back of one, and then an action sequence kicks off that makes the manic last level in the original Halo look about as exciting as an episode of Songs Of Praise.

There's a massive face-off against enormous new Covenant ships called Phantoms, gangs of Ghosts and tons of other alien ground troops. But while you're busy coping with all of that crazy stuff, a gargantuan Covenant dropship swoops overhead and a nutcase alien leaps out and lands on the bonnet of your Warthog. The butt-ugly beast punches your driver out of his seat, sending your vehicle crashing into a wall.

The rest of your buddies have already driven out of the danger zone and you're all alone. There's no chance of survival if you stand and fight.

Think fast! A Ghost hover bike speeds towards you, but just as it's about to turn you into road-kill you jump in the air and clamp yourself onto the front of the alien craft, before leaping over acrobatically, booting the pilot to the kerb and taking control. It's mental, and you're going to love every nerve-jangling second of it.

Check in next month for all the gossip on Halo 2's online multiplayer modes

The scale and ferocity of urban warfare is astounding. Most Hollywood action flicks don't look nearly this good

HANDS-ON PLAYTEST

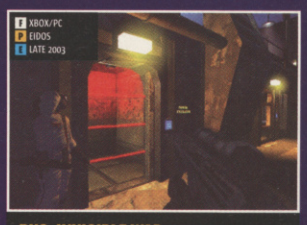
"Prepare to be astonished all over again as Halo 2 makes the original look like a Sunday afternoon. Aliens are invading the earth, and the scenes that greeted our weeping eyes were of a giant bug shooting plasma from its ass, toppling a skyscraper in the process. It is utter chaos among the remnants of a city square with alien pods screeching down to puncture the roads, bursting open to release insect-like humanoid monsters clutching plasma swords. Once Master Chief is in the thick of it, his helmet is shiny and so is his gun. He's taken to hopping on board alien hover bikes while they're still flying, punching their riders off the saddle to take control. Wahoo! The demo we saw rolled to an end as an airstrike takes down the big bug, and Chief zooms after an alien drop ship, chasing it through city streets before shooting it down in a spectacular explosion. If this isn't another hit for Microsoft we'll cut our own heads off." **Paul**

The Warthogs in Halo 2 are now also armed with super-powerful plasma cannons

Master Chief can hijack any Covenant vehicle except for the gigantic dropships

These ugly dudes pop out of metal missile cocoons that have been shot to Earth

OTHER XBOX BIG GUNS



DX2: INVISIBLE WAR

Set 20 years after the PC smash Deus Ex, DX2 provides a whole new conspiracy to unravel, along with that same award-winning freeform gameplay. It's better than life... almost.

TERMINATOR 3 RISE OF THE MACHINES

● FORMAT: GC, GBA, XBOX, PS2 ● PUB: INFOGRAMES
● DEV: ATARI ● ETA: AUGUST

Timed to coincide with the [actually not that eagerly awaited because some people think it's going to be rubbish] third Terminator movie, comes the game on all the major consoles.

Like Enter The Matrix, it will feature footage shot specially for the game – including stuff with Arnie – and the plot of game and film will interweave. You'll play as Arnie's T-800 machine, so true to the film trilogy you will actually spend part of the game being bad. In most of it, though, you'll be the hero, using a variety of weaponry to knock the hell out of the T-X terminators. There'll also be plenty of opportunity for hand-to-hand combat.

Levels vary from the post-apocalyptic wastelands of the future to modern-day Los Angeles – stuff you recognise from the movies, basically. Could be good.

Arnie said he'd be back, and he is

HANDS-ON PLAYTEST

"He said he'd be back and he wasn't kidding. After the massively disappointing Dawn Of Fate fiasco, Arnie's back for another crack at conquering the movie tie-in market and this time he's lent his face and voice to the proceedings. Taking its cue from Enter The Matrix, Rise Of The Machines and its sister PC-only title War Of The Machines, it tells separate stories from the movies – but stories that are still integral to the overall Terminator saga. For example, locations and events merely referenced in the movies turn into full-scale battles in the game.

Better yet, the story spans major events across the three films so you get to play as the 'evil' Arnie gunning for John Connor's blood as well as the 'good' Arnie on a mission to protect his former prey. Perhaps the strangest twist to the game is that the action is split equally between first-person shooting and one-on-one beat 'em up. Encounters with enemy Terminators are played out in Tekken-style tear-ups with extremely over-the-top moves and masses of arena destruction. We really want this idea to work, and the first-person sections certainly play promisingly. Time will have to tell on the fighting though, as what we saw of those was ropey in comparison." **Lee**

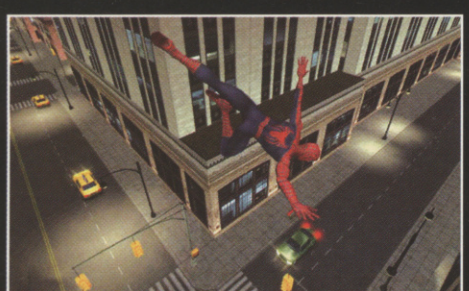
SPIDER-MAN 2

● FORMAT: PS2, XBOX, GC ● PUB: ACTIVISION
● DEV: TREYARCH ● ETA: AUGUST

This is much better stuff from the Spider camp, so if you usually greet new Spider-Man games with derisive yawns, it's time to pay attention.

Spider-Man 2 looks more like the movie than ever before, especially thanks to souped-up web-slinging physics. Again, it'll take practice to get used to, but once you do, Spidey will move from building to building just like his celluloid counterpart.

The main object of the game will be to defeat Doctor Octopus (as per the movie), but this time levels will be more open and His Stickiness is free to pick up non-critical sub-missions helping hapless citizens as he goes along, collecting Spidey points for success. This is looking like Spidey's best sticky release yet.



Spider-Man demonstrates a show-offy Yoga position in midair. Maybe someone should have told him no one's watching

FINAL FANTASY CRYSTAL CHRONICLES

● FORMAT: GAMECUBE ● PUB: NINTENDO ● DEV: SQUARE ● ETA: TBA

IT'S A CARAVAN, JUST NOT A HOLIDAY

Like two thirsty camels, let your eyes drink at the oasis of these new Final Fantasy Crystal Chronicles shots.

They're new, you see. Fresh off the plane. And they prove beyond a shadow of doubt that FF CC is going to look truly stunning. Not only that, but it'll also involve a greater degree of connectivity than ever before, thanks to the GC-GBA link-up.

The adventure involves taking a caravan to collect vital Mirula Drops, which power a blessed crystal. You must accompany the caravan and negotiate dangerous terrain to collect your prize.

Using GBAs connected to the GameCube, up to four players can play at the same time. It'll give it the feeling of a real quest as you work together to solve puzzles and defeat enemies you meet on your trek. Each player will take care of his/her own character data and info, and some clues may only be available to certain players, so they'll have to share the information they receive on their personal game screens.

Okay, team, listen up. Our quest is to collect Mirula Drops and we've got to work together, awright?

The combat in the game will retain the traditional FF feel, but your character info is stored on the GBA

You know how FF games always deliver awesome special effects? This is no different

Hey, hey... the gang's all here

A set of rotting bagpipes, perhaps?

Weird eyebrow/hair combo

HANDS-ON PLAYTEST

PRINCE OF PERSIA
THE SANDS OF TIME

● FORMAT: GC, PS2, XBOX ● PUB: UBI SOFT
● DEV: UBI SOFT ● ETA: LATE 2003

Cross Lara with Blinx and you'll either get a large breasted feline with an unnatural love of vacuum cleaners or the kind of faith-reaffirming joy that PoP is shaping up to be. Expect huge environments to explore, plus tricks, traps and instant death danger!

PERILOUS TRAPS
WATCH OUT, PRINCE, IT'S A TRAP. KEEPING UP WITH THE CROFTS, THE WORLD OF POP IS STUDDED WITH DANGEROUS OBSTACLES WHICH REQUIRE A MIX OF PHYSICAL STRENGTH AND CUNNING TO OVERCOME.

FLOORS
THE 'STONE-LOOK FLOOR TILES' WERE ALL PROVIDED AT COST BY THE WOKING BRANCH OF B&Q. (N.B. THIS IS NOT THE TRUTH.)

CAMERA
THE CAMERA SWINGS AROUND LIKE A DEMENTED POP (SORRY!) VIDEO, PUTTING YOU RIGHT INTO THE HEART OF THE ACTION. WHAT'S ALSO COOL IS USING HIS POWERS OF FORESIGHT, THE PRINCE CAN SENSE ENEMIES AND TRAPS LYING AHEAD, AND THE CAMERA CUTS AWAY TO UNVEIL THEM.

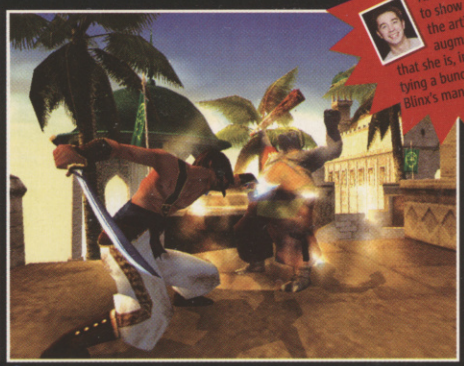
CHARACTERS
THIS IS THE PRINCE. 'SIR' TO YOU. THIS GUY REALLY HAS THE MOVES. APART FROM HIS ABILITY TO WALK UP WALLS (KINDA), HE'S ALSO GOT FIGHTING SKILLS YOU'LL NEED TO MASTER (SWORD AND MARTIAL ARTS), AND AS A CHARACTER HE EVOLVES WITH THE GAME. HE GETS MORE BEATEN UP AS THE STAKES RISE, BUT ALSO MORE DETERMINED.

WHAT BIG LEVELS...
THE LEVELS ARE MASSIVE, 3D ENVIRONMENTS WHICH AT TIMES SEEM TO ENGULF YOUR CHARACTER, LEAVING YOU WONDERING WHERE TO GO. IT ALL ADDS TO THE PURPOSE OF THE PRINCE'S QUEST. OH, AND THEY LOOK GREAT, TOO.

LEE'S GAME OF THE SHOW

"Almost guaranteed to show Lara up for the artificially augmented bint that she is, in tandem tying a bunch of tin cans to Blinx's mangy tail."

The Prince has magical abilities that allow him to manipulate the flow of time, so falling off a ledge doesn't always spell the end



Use Revive magic to rewind time and take a safer path - this even works in fights too so you can dodge fatal blows...

...plus the Prince uses time to freeze or slow enemies Bullet Time style. A stitch in time saves a trip to hospital, we say

DOOM III

● FORMAT: PC, XBOX ● PUB: ACTIVISION ● DEV: ID SOFTWARE ● ETA: TBA

Doom III is coming and we've seen it running. One word. Awesome. And it looks just as cool on Xbox as it does on PC. Here's how it pans out...

SMELLS
THE IN-GAME AROMA IS PROVIDED BY JACKIE FRASER OF SIDCUP, WHO RARELY WASHES. (N.B. THIS IS NOT TRUE.)

ENVIRONMENTS
WELL, THIS SHOT DOESN'T ACTUALLY SHOW THEM OFF THAT WELL, BUT AGAIN THEY'VE BEEN AMPED UP BEYOND BELIEF. THINK OF ALL THE POST-DOOM FPS GAMES YOU'VE PLAYED – AND THEN SOME.

FLYING SKULLS
YEAH, LIKE IN DOOM II, JUST MUCH, MUCH... BETTER? WORSE?

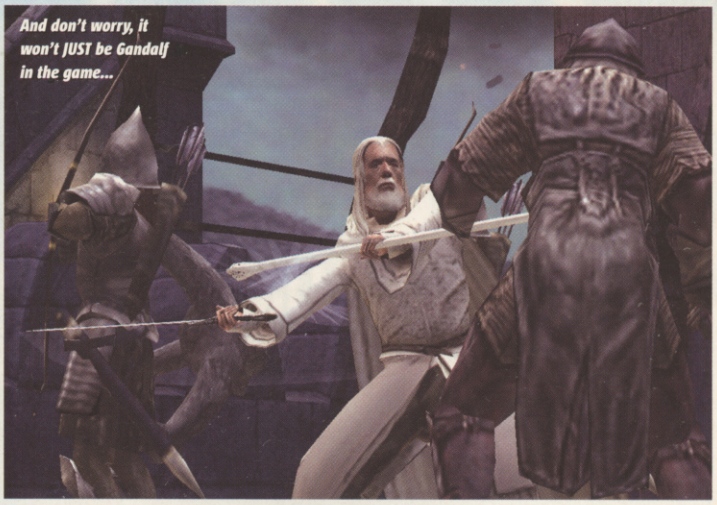
THE REST IS HISTORY
DOOM I AND II WERE ATMOSPHERIC BUT YOU WOULDN'T HAVE SAID THEY WERE SCARY. ALL THAT WILL CHANGE WITH III. SHADOWS WILL SOMETIMES APPEAR A SPLIT SECOND BEFORE AN ENEMY ATTACKS. SOME MONSTERS CAN SMASH THROUGH WALLS, BREAK OUT OF GLASS PODS AND EVEN MATERIALISE IN MIRRORS. TROUSER-BROWNING STUFF.

SOME FINE DETAIL
THE LEVEL OF DETAIL IS NOW SUPER FINE THANKS TO THE DOOM III ENGINE'S AWESOME BUMP-MAPPING CAPABILITIES. IN THE HEAT OF THE BATTLE YOU MIGHT NOT SEE IT ALL, BUT IMAGINE YOU HEAR SOMETHING BEHIND YOU, TURN AND FIND YOURSELF FACED WITH A DOOM UGLY. YOU'LL SEE SLIME DRIPPING OFF IT, THE VEINS IN ITS NECK... JUST BEFORE IT BITES YOUR FACE OFF.

THE SOUND OF MUSIC
YOU CAN'T SEE THE MUSIC IN THIS SHOT, BECAUSE MUSIC IS INVISIBLE TO THE NAKED EYE, BUT IT'S BEING DONE BY TRENT REZNOR, THE SCARY BLOKE OUT OF NINE INCH NAILS. YOU CAN'T SEE THE STORYLINE IN THIS SHOT, EITHER. BUT IT'S BEING WRITTEN BY MATTHEW COSTELLO, WHO WROTE 7TH GUEST AND THE 11TH HOUR.

Cross Doom II's flying skulls with The Thing and what do you get? This. And you with just that little gun...

Return of the King features some scenes you'll recognise from The Two Towers



And don't worry, it won't JUST be Gandalf in the game...

THE LORD OF THE RINGS
THE RETURN OF THE KING

● FORMAT: PS2, GC, XBOX, PC ● PUB: EA ● DEV: EA REDWOOD SHORES ● ETA: LATE 2003

ONE RING TO RULE THEM ALL? WELL, KIND OF...

Let's face it, if you're into Lord Of The Rings (and who isn't?) then you're spoilt for choice when it comes to the games, with two companies – EA and Vivendi – fighting it out for the hearts and minds of Ringers everywhere. EA's games are based on the films. Vivendi's are based on the books.

The best so far? For our money EA's The Two Towers, which despite being way short, and a bit too hack 'n' slash if you like the fantasy aspects of LOTR, looked absolutely diamond. It merged film scenes with action and used the proper score to lay on authentic Middle-Earth atmos. Smart. So we can only hope EA's sequel, The Return Of The King, will take the formula and improve on it.

Sure enough, just like the movie (out in December) the aim of the game is to destroy the pesky One Ring. There are more than 12 environments reproduced from the film and you'll play with (sorry, control) Gandalf, Aragorn, Legolas, Gimli, Sam and Frodo – all voiced by the actual actors from the films.

Elsewhere, EA promises improvement at all levels. Enhanced controls, fully interactive environments and an all-new co-op multiplayer mode are just a few of the tune-ups we can expect.

And yes, there will definitely be a final climactic showdown with the Dark Lord Sauron... CVG

Gandalf the White (née Grey) takes on Sauron's Orcs, nae bother

Gandalf must defend the walls of Minas Tirith against the Nazgûl

HANDS-ON PLAYTEST

"Probably the most visually impressive console game at the whole of this year's E3 is EA's sequel to the hacky-slashy dwarf-tossing joy of its Two Towers game. Return Of The King offers no real gameplay revolution but – by the eye of Sauron! – is it ever amazing to look at. The DVD footage is even more seamlessly integrated with the game engine and the very nature of the battle scenes from the second and third movies makes for incredible gaming set-pieces. We joined forces with the elves battling for Helm's Deep and it really felt like controlling the events in the movie. Orcs stretched out as far as the eye could see on the plane below. They tried to scale our walls, we knocked 'em back, explosions shook the foundations and there were more particles flying around than in a nuclear reactor. Amazing stuff, and all on PS2, too." **Lee**

AND ANOTHER THING...

THE LORD OF THE RINGS: THE TREASON OF ISENGARD

Maybe it's cos Vivendi's book-based game wasn't quite as mint as EA's, but The Treason Of Isengard looks a weensy bit like The Two Towers – even the characters bear more than a passing resemblance to the guys in the film (like Gimli here). So guess what? The name of the game in this one is out-and-out combat...

THE LORD OF THE RINGS: WAR OF THE RING

Vivendi covers more Lord Of The Rings bases with this one. It's the first real-time strategy game based on the Tolkien books, and gives you the opportunity to take part in massive Middle-Earth battles (and get toasted by Sauron).

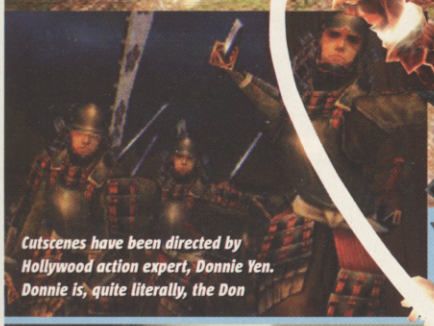
MIDDLE-EARTH ONLINE

Vivendi has joined forces with Turbine (makers of Asheron's Call) to produce an MMORPG of the LOTR saga. Characters are a bit thin on the ground in the shots we've seen so far, but we'll keep you updated when we see more...

RETURN OF THE KING (GBA)

Okay, it won't have the looks of EA's Two Towers and Return Of The King on PS2, but this is still the equivalent, if you want Middle Earth on your handheld. As with the PS2 games the emphasis will be on kick-ass action...

Samanosuke and Jacques won't let a little thing like geography or time get in the way of their beautiful friendship



Cutscenes have been directed by Hollywood action expert, Donnie Yen. Donnie is, quite literally, the Don

Time to introduce these guys to the weight of your sword...

ONIMUSHA 3

● FORMAT: PS2 ● PUB: CAPCOM ● DEV: CAPCOM ● ETA: EARLY 2004

Feast like a starving wolf on these new shots of Onimusha 3.

Capcom's latest PS2 epic boasts some truly world-class talent in keeping with a massive storyline spanning different centuries and continents. Famous French actor Jean Reno is in it for a start. The star of Mission: Impossible and Leon appears as razor-dodging, er, French bloke, Jacques. He turns up in modern-day Paris, which has inconveniently been taken over by Genma demons. Looks like he'll need those pistola skills, then.

Meanwhile, whole centuries earlier in feudal Japan, Onimusha regular Samanosuke puts in an appearance, and he, too, is facing the hellish Genma hordes, except with his trusty sword.

That's the stage. Consider it set. You'll get to control both characters while mastering their different fighting styles as they swap time zones and discover how their two fates are interlinked. It's out in 2004 (no date yet), and it's going to be big, brilliant and look beautiful. Check the screens.

AND ANOTHER THING...

ONIMUSHA: BLADE WARRIORS

Onimusha fans, listen up. The 2004 release of 03 is joined by a new beat 'em up for PS2, Onimusha: Blade Warriors. Think arcade-style action, massive hits and visuals. Think interactive stages where even the weather plays a part. Imagine being buffeted by the wind as you fight. Cool? We think it will be.

ONIMUSHA TACTICS

Capcom clearly wants every game fan to own an Onimusha title, whatever your preference. So, for fans of handheld real-time strategy, here's Onimusha Tactics, where you take on the history-filled world of Onimusha and try to defeat the Genma empire, only using your noggin, not your speedy fingers.

RATCHET & CLANK: GOING COMMANDO

● FORMAT: PS2 ● PUB: SONY
● DEV: INSOMNIAC GAMES ● ETA: WINTER 2003

Ratchet & Clank is one of the best platformers on the PS2, so good news that Ratchet & Clank: Going Commando is more of the same, only better. First things first – that title.

Where we come from 'going commando' means leaving your pants at home, so maybe Ratchet will be the first knickerless videogames hero? He's certainly been given a new look for the game, along with more gadgets and guns and enhanced weapons systems. We're talking mainly cosmetic improvements, though. What we want is all the puzzle-solving, exploring, platform, racing, role-playing action from the first one. And it looks like we're going to get it.

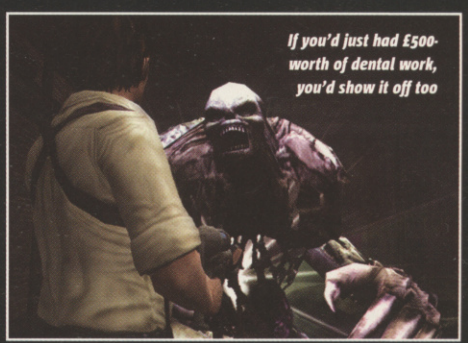
Hold onto your knickers, it could be a bumpy (and draughty) ride

GHOSTHUNTER

● FORMAT: PS2 ● PUB: SONY
● DEV: STUDIO CAMBRIDGE ● ETA: WINTER 2003

From the people who brought you Primal and MediEvil comes Ghosthunter, a game that aims to be a mix of the two. It's an atmospheric action-adventure game which uses the Primal engine to plunge players into a world of high-tech weaponry and ghost-hunting gadgets.

You play Detroit cop Lazarus Jones, and it's your job to find your kidnapped partner using a mix of all-out combat, puzzle-solving and exploration. You're thinking that maybe the world has enough third-person action-adventure games, aren't you? Yeah, so are we, but Studio Cambridge has proved its mettle with Primal and MediEvil so we'll give it the benefit of the doubt until the full test.



If you'd just had £500-worth of dental work, you'd show it off too

HANDS-ON PLAYTEST

"You probably didn't find all the shortcuts or master all the tricks in the previous games. In SSX3 you're encouraged to play it for all it's worth, on a mountain that takes a full 30 minutes to surf from top to bottom. There are three levels of Uber Tricks, and you can also perform Uber Rails." **Paul**

Snowbody does it better! Now the snow sparkles in the sunlight and blows realistically in the wind

If you're talented enough you can pull off giant stunt combos all the way down the mountain

Every character can be fully customised. Tinker with their skills and kit them out in crazy clobber

SSX 3

● FORMAT: PS2, XB, GC, GBA ● PUB: ELECTRONIC ARTS ● DEV: EA CANADA ● ETA: WINTER

Slide to the slick sounds of Felix Da Housecat, X-Ecutioners and N.E.R.D

EA revealed that there won't be any online play modes. What a bummer!

GTA: Vice City, Tony Hawk's 4, Zelda: The Wind Waker! None of us can get enough of the brilliantly addictive buzz that fully free-roaming gameplay provides.

EA's super-cool extreme snowboarding series has got with the programme and given us what we've been begging for since it burst flamboyantly onto the scene on PS2 back in late 2001.

In SSX 3 there's an entire mountain for you to explore and hurt yourself on. No fixed routes, no restrictions, just freedom.

UNLEASH THE BEAST

Steam down the mountainside and hunt for tricks venues, giant halfpipes, insane rail parks, race courses, and tons of funky hidden collectables. There's heaps of free-form action to enjoy. But if you can't contain the ultra-competitive monster that's scratching on your insides and fighting to get out, you can release it in any of over 100 all-new slippery challenges.

However, you'll need to master the vast collection of mental new Uber Tricks if you're dead set on becoming a a serious contender in the world of SSX 3. Now you can perform these mega-moves on rails, and link massive trick combos with Press Tricks, which are like the Manual stunts in the Tony Hawk's games.

SOUNDING SWEET

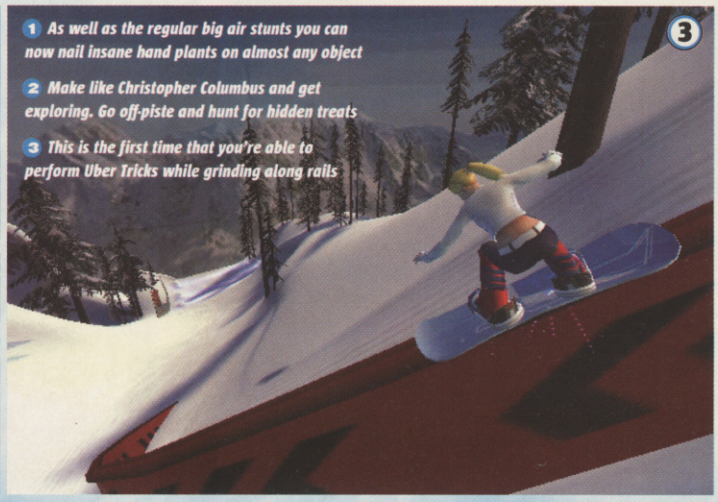
Four new boarders join the crew of crazy old SSX favourites: a Swedish nutter called Viggo, Gridd – a 12-year-old snowboarding genius, wild man Nate, and another super-sexy rider known as Allegra.

And in true SSX style EA has secured a line-up of top artists to provide a thumping soundtrack, including the likes of Queens Of The Stone Age and the best band in the world at the moment, N.E.R.D!

More on this snowboarding stunner over the coming months. CVG

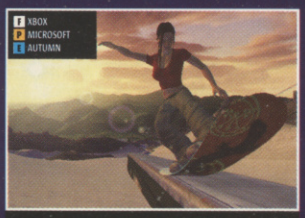
1 As well as the regular big air stunts you can now nail insane hand plants on almost any object

2 Make like Christopher Columbus and get exploring. Go off-piste and hunt for hidden treats



3 This is the first time that you're able to perform Uber Tricks while grinding along rails

ALSO ON THE PRO CIRCUIT



AMPED 2

Every bit as fantastic-looking as SSX 3. Take on up to seven other riders online, carve up new real-life mountains, pull off bags of fresh tricks and tackle the improved Career mode.

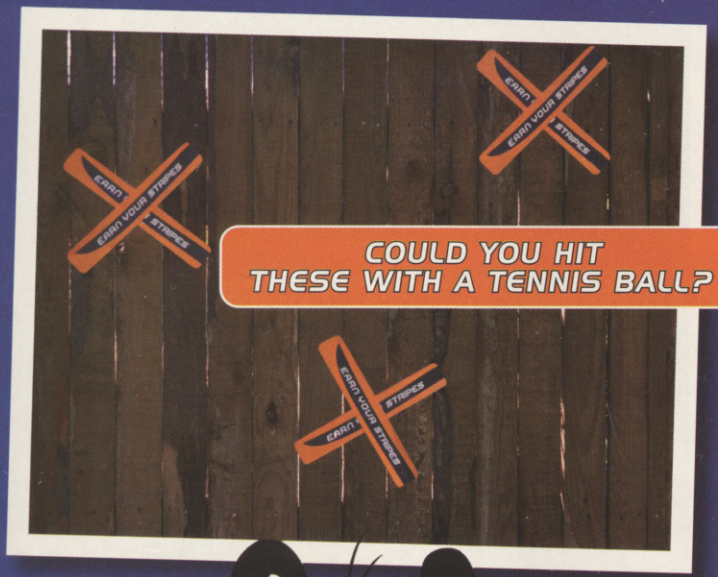
1080°: AVALANCHE

It's back to Crystal Lake. Yep, the N64 tracks! They've all been updated for Cube, but now you're forced to contend with with rock slides, cave-ins and... avalanches! Whaddya know.

www.frosties.co.uk

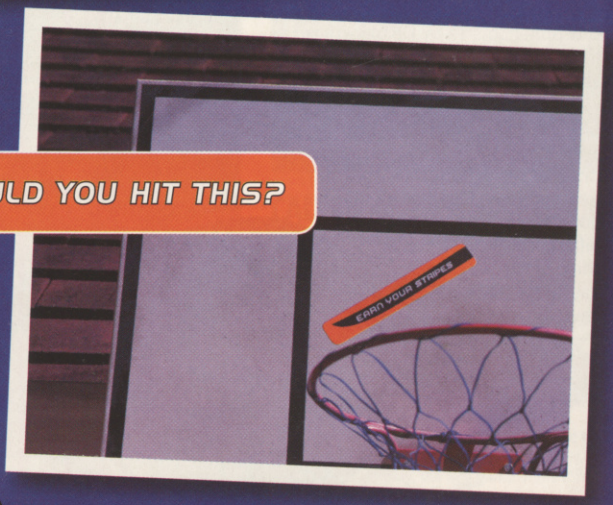
HOW HIGH CAN YOU JUMP?

HOW QUICKLY COULD YOU TOUCH THESE?



COULD YOU HIT THESE WITH A TENNIS BALL?

SHOW HOW FAR YOU CAN JUMP



COULD YOU HIT THIS?

Think you're up for these challenges?
Good, get out there and prove it.
Leap higher, jump further, run faster.

Kellogg's FROSTIES
EARN YOUR STRIPES

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HALF-LIFE 2

● FORMAT: PC, XB ● PUB: VIVENDI ● DEV: VALVE ● ETA: SEPTEMBER

NOTHING SHORT OF STUNNING

Konami has blown us all away with Snake in the jungle and Bungie's city-based marine battles left us gibbering for more Halo 2, but now we've seen the real future of shooters, and it's called Half-Life 2.

As we told you in last month's exclusive story, you can take it as read that the plot, graphics and atmosphere are everything you'd expect from the sequel to the most influential PC shooter the world's seen in years.

When you actually see the game up and running, you know you're witnessing gaming genius. It's fast and stylish, with a brooding apocalyptic atmosphere and some dark humour. Every few seconds, it seems, you're presented with the sort of gameplay, AI and physics that make everything you've seen until now look like something a gibbon did on a ZX Spectrum.

Not all of this is instantly obvious, but as you begin to understand just how complex and interactive the environments are, you also start to realise the potential for offering the sort of freedom to tackle objectives that other shooters have been talking about for years.

PETE'S GAME OF THE SHOW

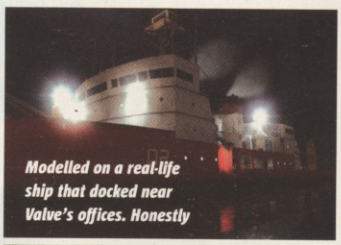
"Half-Life 2 does things we've never seen before in any shooter. And it does it a lot. To say this looks amazing is a genuine understatement."

EXCITEMENT FACTOR 11/10

Sure, there are scripted moments, but much of the action is AI-based and unprompted – Freeman could have gone about the scenarios in different ways if he could think of them. Some day, all shooters will have this stuff as standard. Until then, you'll just have to play Half-Life 2. Here are a few anecdotes to whet your appetite...

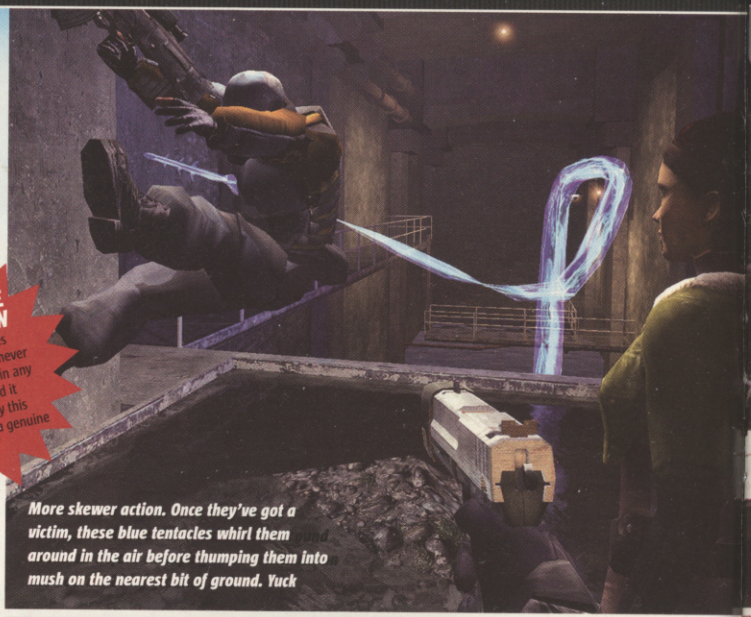
● Incoming fire shatters windows and the impact makes blinds stand on end. Meanwhile Freeman uses a magnet-like gun to wrench up a radiator as a shield to assault a staircase, then tosses it into a guard, knocking him over and triggering drinks cans to tumble down the stairs!

● Freeman shoots a part of a crane to send a huge girder crashing down on enemies, before blowing the legs off a massive metal container which topples onto their heads. Moments later he uses a giant fixed rotor blade to dice enemies, who keep on coming even though their legs are missing!

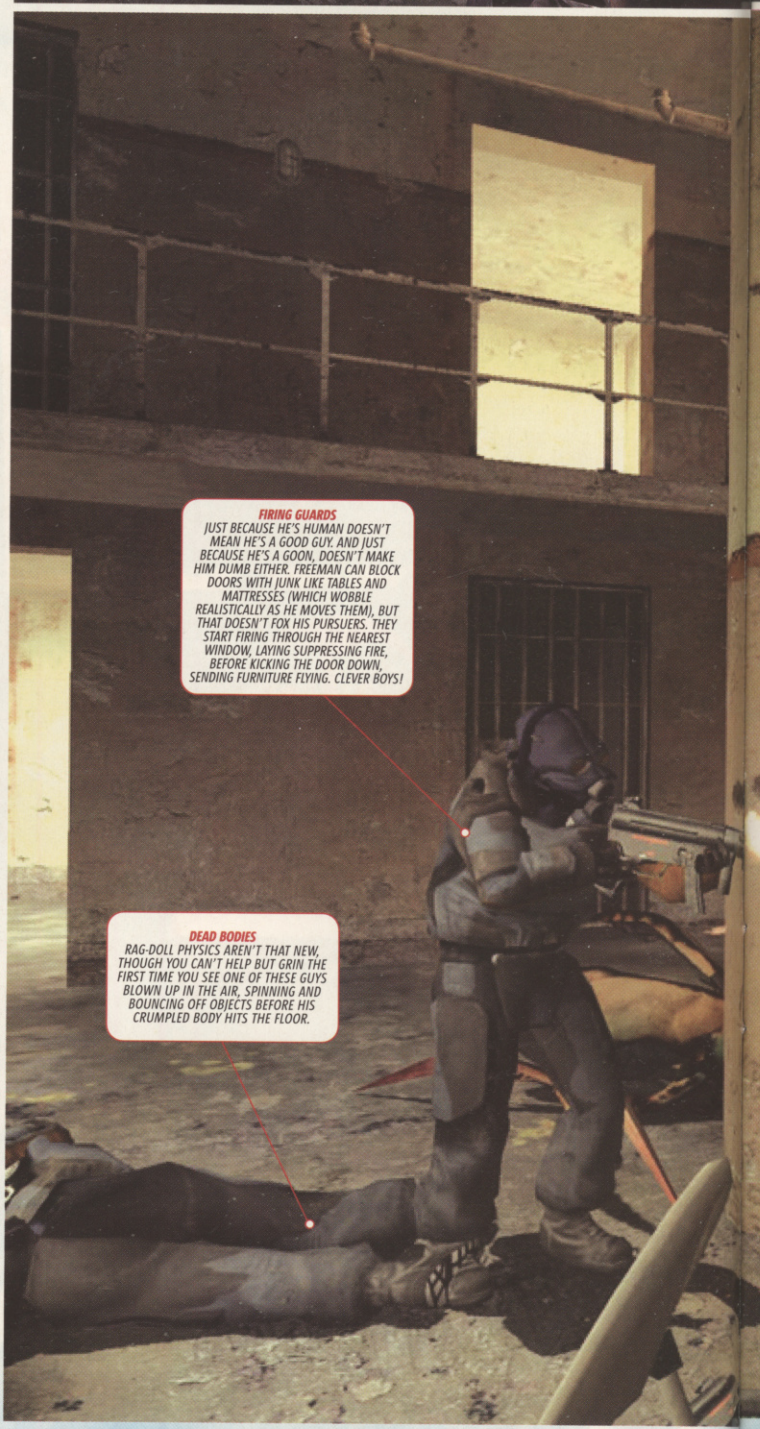


Modelled on a real-life ship that docked near Valve's offices. Honestly

Terrifying giant War Of The Worlds-style Striders tear cities apart, skewering human defenders



More skewer action. Once they've got a victim, these blue tentacles whirl them around in the air before thumping them into mush on the nearest bit of ground. Yuck



Look and weep. No more endlessly repeated building models and bland textures. The future of shooters? We hope so

Burn, you alien freak! Apart from using exploding barrels and vehicles to immolate enemies, Freeman's pistola also appears to have a flare-type alt-fire for human torch goodness. We likee alotee

MEN OF VALOR: THE VIETNAM WAR

● FORMAT: PC, XBOX ● PUB: VIVENDI
● DEV: 2015 ● ETA: 2004

Once upon a time, the jungles of Southeast Asia rocked to the beat of US B-52s carpet-bombing Victor Charlie, the communist guerrilla army of South Vietnam.

Well, that hell-raising din, as well as the acrid smell of 'Gooks' barbequed by Napalm, will be back once again next year when first-person shooter Men Of Valor: Vietnam comes out on Xbox and PC, set amidst the fierce Vietnam War (obviously).

Developed by 2015, the guys who made Medal Of Honor: Allied Assault, the game will be full of cinematic set pieces, awesome visuals courtesy of the Unreal engine, and a full-on cooperative mode on top of your typical Deathmatch and Capture The Flag-type missions.

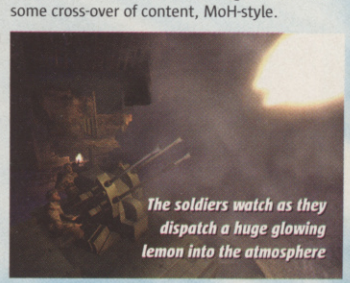
"Come on lads, no one goes home till we've found my diamond nose stud"

CALL OF DUTY: FINEST HOUR

● FORMAT: XBOX, PS2, GAMECUBE, PC
● PUB: ACTIVISION
● DEV: INFINITY WARD
● ETA: PC: AUTUMN 2003; OTHERS: 2004

Not content with the runaway success of Medal Of Honor: Allied Assault on PC, 22 of the game's highly decorated designers have deserted to form another company, Infinity Ward, and have begun work on another WWII shooter series called Call Of Duty (pronounced 'doody').

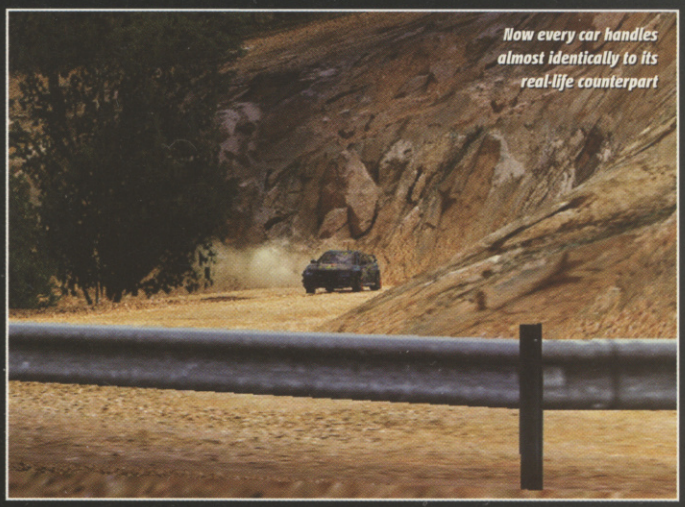
With full-on cinematic intensity designed to make the Omaha Beach Landing level in MoH seem like child's play, the first game offers three campaigns where you can play as a Brit, a Russkie and a Yank. Committed to making the game as realistic as possible, Infinity Ward tells us this is going to be *the* WWII shooter series. Just how different the first offering on console (where it's called Finest Hour) will be from PC has yet to be seen, but we'd imagine there'll be some cross-over of content, MoH-style.



The soldiers watch as they dispatch a huge glowing lemon into the atmosphere

HANDS-ON PLAY TEST

"Rally fans who thought Colin McRae 3 had almost forgotten its roots of ultra-realistic off-road racing will be going into overdrive at the prospect of Colin 4, which looks to the second in the series for inspiration. You have more control over the set-up of the car, you can race any rally motor rather than only climbing in Colin's Focus, and the damage and realism settings have been cranked up. Petrolheads with a thirst for the real thing will go nuts for this racer." **Lee**



Now every car handles almost identically to its real-life counterpart

COLIN MCRAE RALLY 04

- FORMATS: PS2, XB
- PUBLISHER: CODEMASTERS
- DEVELOPER: CODEMASTERS
- ETA: NOVEMBER

Is that a silhouette of CVG's Paul Davies in the foreground?

The weather effects are more spectacular than before

Get behind the wheel of all the newest and most up-to-date real-life rally cars and go flat out

Feel the pressure in the new and intense cooperative and competitive team challenges

This month all eyes are fixed on driving titan Gran Turismo 4. Put most other racers from E3 in a head to head with Sony's heavyweight road hog, and they'll be left choking on GT4's exhaust fumes. But there is one four-wheeled bundle of fun that's revving up to give the biggest racer in the world a fierce run for its money.

Colin McRae Rally 04 is the latest speed sensation to wheel spin its way out of Codemasters. And as you can see from these scrumptious screenshots, the mud-churning monster is primed to trade blows with GT4 when it comes to visuals as well as cutting-edge action.

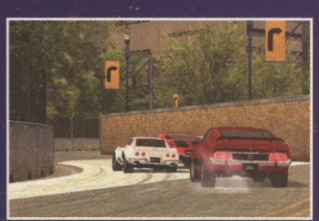
The new courses and updated cars look even crisper and more realistic than before. And the updated effects will blow you away as you tear though tracks, flicking up sand, ploughing through storms, and skidding through blinding blizzards. In addition, the replay cameras have been enhanced so that the action really does look like you're watching a real-life TV playback.

MUDDY MARVELLOUS

New single and multiplayer modes have been painstakingly engineered for this sequel, including challenges that now enable you to win advanced upgradeable technology for your cars. There are specialist four-wheel and two-wheel events in the regular Championship mode, along with new cooperative and team challenges to boot. The Custom Rally gives you the opportunity to set the rules, and a fresh Expert Championship has been included to test the most hardcore petrol-heads to their limits.

No online options were revealed at E3, which could be one of the deciding factors as to how Colin McRae Rally 04 will ultimately compare to GT4. Nevertheless, check out CVG next month for all the latest on what's still set to be one of the hottest rally games of Christmas 2003.

ALSO IN THE FAST LANE



SEGA GT ONLINE

Sega's take on Gran Turismo is going online thanks to Xbox Live. Trade cars and parts online, import your motors from Sega GT 2002, and if you've got the nerve you can gamble!

The Golden Snitch: looks like a ball but it's got its own life...

HARRY POTTER QUIDDITCH WORLD CUP

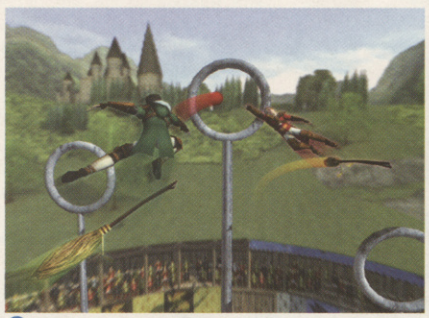
● FORMATS: PS2, XB, GC, PC, GBA ● PUBLISHER: EA ● DEVELOPER: EA ● ETA: WINTER

It's that time again. With Harry Potter And The Order Of The Phoenix swooping into bookstores on June 21 we're all lost in the global phenomenon of Potter-mania. And as if the book wasn't enough to have most fans hopping madly with excitement like chocolate frogs on Red Bull, EA has decided to unleash a Quidditch game on all formats.

Quidditch was one of the best-loved mini-challenges in the previous Harry Potter titles. So it's no surprise that the favourite game of wizards and witches has been spun out into an intricate experience that enables you to enjoy every aspect of the supernatural sport.

The first multiplayer Potter title, Quidditch World Cup lets you and a mate test your broomstick-battling abilities in one-on-one matches. And unlike in EA's other adventures, you can now control the Chasers and the Beaters as well as the Seeker.

Select any of the four Hogwarts House teams and get up to speed in a small inter-house cup. Once you've completed that, you're ready for the big league! This is an international world cup that gives you the opportunity to play as a number of teams from all over the globe – including Bulgaria featuring Victor Crum and the hard-hitting Nordics. Hold onto your Snitches, it's gonna be a wild ride.



Leap off your broomstick and perform acrobatic high-flying moves as you launch the Quaffle at the goal

Collect Quidditch Cards by completing challenges and winning matches. These unlock loads of new special moves

HANDS-ON PLAYTEST

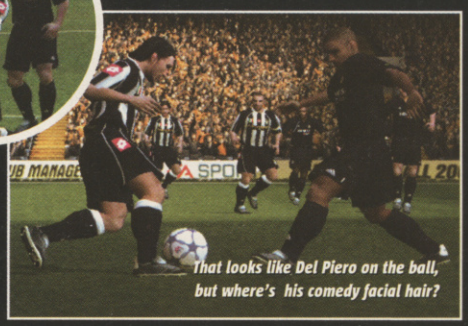
FIFA FOOTBALL 2004

● FORMAT: PS, PS2, XBOX, GC, GBA, PC ● PUB: EA ● DEV: EA ● ETA: WINTER 2003

We got to see an in-progress version of FIFA 2004, and chatted to one of the game's creators about what's new.

In answer to suggestions made by the games-playing public, EA has made individual player attributes and overall positioning its priority this year. There is a noticeable difference in ball control between the top players and those with lesser skills, and the teams function more intelligently as a whole – marking and covering for each other far more realistically than in FIFA 2003.

Ball control is more true to life and doesn't get sucked in to players' feet like it used to. Thanks to a new motion capture technology ('Organic Motion'), players have more subtleties of movement and the ball can be controlled at a wider range of heights. You'll also be amazed at how kits get dirtied up, become wrinkled and get wet during the course of a match.



That looks like Del Piero on the ball, but where's his comedy facial hair?

DEAD OR ALIVE ONLINE

● FORMAT: XBOX ● PUB: TECMO ● DEV: TEAM NINJA ● ETA: EARLY 2004

"We are bringing 3D fighting to the masses!" said Tecmo bigwig Tony Tarpey at the launch of Dead Or Alive Online. And no, he ain't talking England v Turkey, he's on about letting gamers come together on Xbox Live to beat the jiggly daylights out of each other.

Weirdly, the online version is an update of Dead Or Alive 2, only with mega-graphical enhancements, new costumes and stages. But doesn't updating DOA2 kind of make it DOA3? "One of our goals is to make it so that DOA3 is only the second best-looking game on the planet," added another bloke from developers Team Ninja. Uh, yeah, whatever. Ignore the weird logic and imagine thrashing some Danish bloke on Xbox Live. Cool.

She fighting or dancin'?

Online ladies look like this

STAR FOX 2

● FORMAT: GC ● PUB: NINTENDO ● DEV: NINTENDO ● ETA: EARLY 2004

Once upon a time, Star Fox was just about the most lickety-spit graphics experience money could buy, thanks to the (then) awesome power of the N64.

The world has moved on. Star Fox, it seems, hasn't. For the sequel, expect the old elements of the 3D shoot 'em up, as Fox, Slippy and co. face the danger of Dinosaur Planet. Only... expect the old graphics as well because as you can see from these shots, it just ain't worthy of the GameCube.

Is that a castle? Hard to tell

The blocky skyscrapers look real

There's a lot of flags in this game. We didn't think to ask why

Mine's a sixer now. Sorry, wrong game

We'd be swearing too if someone was letting fireworks off around us

Fluorescent hair: it's all the rage on the slopes

CONKER
LIVE AND UNCUT

● FORMAT: XBOX ● PUB: MICROSOFT GAME STUDIOS ● DEV: RARE ● ETA: TBA

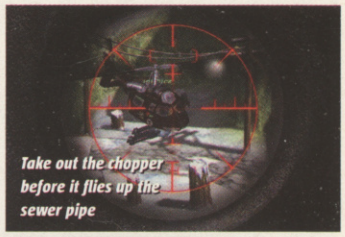
HE CAME. HE SAW. HE CONKERED

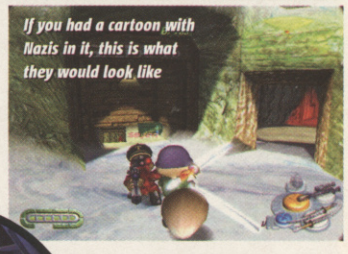
Lots of bad language and gory, over-the-top violence. But enough about your mother, we're talking about Conker: Live And Uncut, which sees the foul-mouthed cartoon rodent going online for live gameplay.

It's the first time the game's appeared on Xbox, and it includes Conker's Bad Fur day, which single gamers can play. Like the N64 game we're talking 3D platform adventure with lots of puzzles, mickey-takes of films and Conker's trademark bad taste humour. All this will, of course, be majorly jazzed up for its Xbox release, and developer Rare is also promising uncensored and never-before-seen content. Yeah, yeah.

If you're fully online in Xbox Live, however, chances are you'll opt for the multiplayer game. Up to 16 players can play at any one time, taking part in team-based story-driven levels. One example is called The Heist, in which four teams of four players compete to rob a bank. For the trigger-happy there's Alien Base, where you have to pal up with other Conker players to defend your base from advancing Martian scum.

All the scenarios are designed to be played by two or more teams at once. And they're all fully customisable.


Take out the chopper before it flies up the sewer pipe

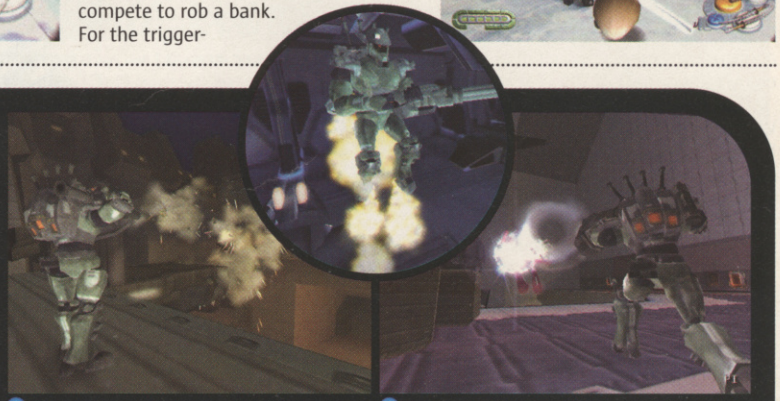

If you had a cartoon with Nazis in it, this is what they would look like

VECTORMAN

● FORMAT: PS2 ● PUB: SEGA
● DEV: PSEUDO INTERACTIVE ● ETA: TBC

Almost 10 years old now, Vectorman began life on the Sega Genesis as a third-person shooter, where his job was to wade through levels powering up weapons and killing anything that got in his way.

Fast forward to 2004 and Vectorman on the PlayStation 2 is a third-person shooter, where Vectorman's job is to wade through levels powering up weapons and killing anything that gets in his way, only, like, a zillion times more advanced. Better weapons, more varied, strategic gameplay, trouser-stretching graphics – the works. That, friends, is what we call progress.


Vectorman: named after some beguiling mathematical principle, but not boring

He runs, he glows, he shoots: more of the same, but a bit flasher-looking. Which is great

TAKE OUT THE COMPETITON

AND A POST BOX. And three fire hydrants. And a shopping centre. And everything else that gets in your way. Because with Midtown Madness 3 you set your own course. Get behind the wheel of more than 30 vehicles and experience over-the-top racing through highly detailed renditions of Washington DC and Paris. Race online with Xbox Live and challenge other like-minded opponents to a duel. It's fast. It's fun. Just remember, there's no right way to get to the finishing line, as long as you get there first.

MIDTOWN MADNESS 3

Official Licensed Product
Ford Motor Company

Microsoft game studios

LAUNCHING 27:06:03

www.xbox.com/midtownmadness3

ONLY ON XBOX

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XBOX LIVE ONLINE ENABLED

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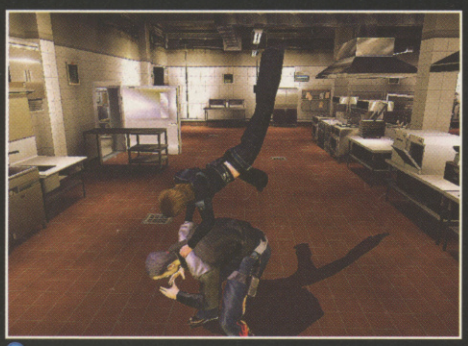
ALIAS

● FORMAT: XBOX, PS2, PC ● PUB: ACCLAIM
● DEV: ACCLAIM CHELTENHAM ● ETA: AUTUMN 2003

This is based on the TV series which follows the progress of agent Sydney Bristow, as she tracks down the killer of her fiancé. It's a combat-heavy quest with high production values.

There are many similarities between this and EA's cool Bond series. The big difference being the third-person view, which makes way for the game to make the most of its combat system. You can also mix it with foes attacking from all sides. If you're a fan of Alias on TV – and not just because of Jennifer Garner – you'll be pleased to know that the script is being handled by the writers of Alias. Nice.



This kitchen is sure to have lots of pick-ups for use as weapons

KYA

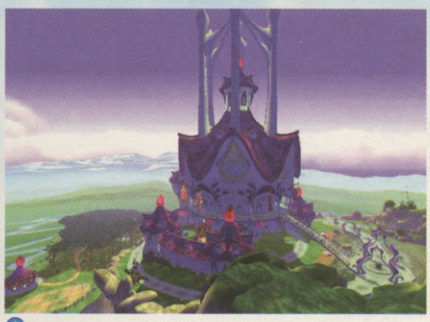
● FORMAT: PS2 ● PUB: ATARI
● DEV: EDEN ● ETA: AUTUMN 2003

Something new among the many action-adventures at E3. It's clear that Kya's got some great new ideas up her sleeves.

The quest takes place across an archipelago of floating islands, connected by tornado-like wind currents. Kya's ultimate mission is to transform Wolfen creatures back into their cuddlier native form. Do this and they can rebuild their lives!

Maybe it's something in the French water that makes their games so darned pretty. Kya could give Jak II a run for its money

Believe it or not, this pile of exploding rocks is you! It's what happens when the tumbling rock monster attacks!



You can always depend on Rare to create magical worlds, comparable to anything Disney is putting out

KAMEO: ELEMENTS OF POWER

● FORMAT: XBOX ● PUB: MICROSOFT ● DEV: RARE ● ETA: SPRING 2004

PURE QUALITY ADVENTURE ON XBOX

HANDS-ON PLAYTEST

You can see the Nintendo influence in this cute adventure, the quality speaks for itself. But only on Xbox!

We guess Xbox has every right to consider itself the hub of family entertainment now that Rare is on board. Kameo has the kind of class we used to expect only from Nintendo – not a coincidence, since this was originally destined for GameCube. We had a lot of fun bowling around as the monsters Kameo transforms into. Our favourites were a tumbling mass of rocks, that required momentum to gather speed or turn, and a boxing weed – sure to make you chuckle as it rolls the punches. Of course, we didn't have time to play through the adventure, but we made sure to appreciate the nurturing of baby monsters into adults, and the hectic combat scenes in which you need to find the most appropriate monster for the job. This is class!

Your sidekick, Meepo, has some cool attacks of his own to hurt the uglies

Capture monsters to work on your side. You'll need to figure out their habits

This is Kameo, by the way. Her 'elements of power' are not on her chest

Boxing plant monsters! We like

Baby plant monsters must feed!

Who are you calling a sap? Eat!

Teach this little critter how to hunt for food, and help build up its strength

We don't think this little guy stands much of a chance in this situation

Not quite sure what Kameo is checking for. Is it a boy or a girl?

MAXIMO VS ARMY OF ZIN

● FORMAT: PS2 ● PUB: CAPCOM
● DEV: CAPCOM ● ETA: 2004

Sure the original was tough, but we survived. We can take it some more. Bring it on Capcom!

It's a little bit more complicated than before. In addition to saving your own skin, you must protect the lives of others to earn your treasure. Maximo can learn new moves and wears magic pants to help him!

Practise speeding up your attacks to earn some Vanquish Bonus points

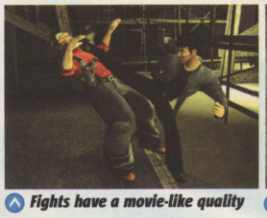
By learning new attacks you have more options in tricky situations like this

RISE TO HONOUR

● FORMAT: PS2 ● PUB: SONY ● DEV: SONY ● ETA: 2004

According to Sony, Jet Li himself approached Sony and requested to star in a videogame. Thankfully Sony agreed, and Mr Li has brought with him some great new ideas on how martial arts should be handled on PS2. For starters, there is the eight-way combat system – perhaps more effective than any others in that accurate timing gives you many variations of combo. This game also has a great cinematic feel.

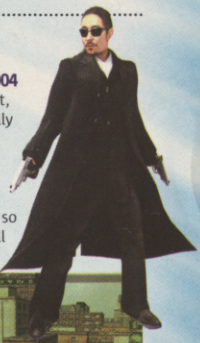
HANDS-ON PLAYTEST


Fights have a movie-like quality

See if you can get out of that...

THE MATRIX ONLINE

● FORMAT: PC ● PUB: UBI SOFT ● DEV: MONOLITH ● ETA: 2004



While everyone in the movie is wanting to get out of it, the rest of us are excited about seeing what it's actually like in The Matrix. This will be our chance. You will be able to take on the role of a character inside The Matrix, and know how it feels to stretch the laws of reality by fighting the machines from within. Like any great MMORPG the world will be constantly evolving, so your life online will never be boring. For many this will be the ultimate adventure. Sign us up for it ASAP!

Develop your Bullet Time moves

See how far it goes. Dare to jump

F-ZERO GX

● FORMAT: GAMECUBE
● PUB: NINTENDO
● DEV: SEGA/NINTENDO
● ETA: OCT

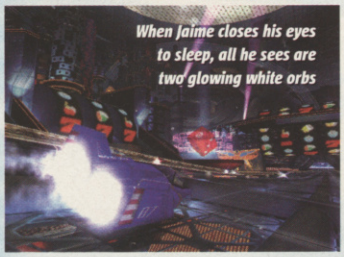
JAIME'S GAME OF THE SHOW

"You'd think a game with so much detail would have to run slower than the blistering N64 version. But it's even faster! Oh my god!"

Future racer F-Zero GX is hurtling at near speed of light towards Cubes the world over, and having had another chance to put it through its paces, we can confirm the 'F' stands for 'F***ing Fast'. (Excuse our French.)

We can also tell you that there will be 20 courses and over 30 drivers to choose from, and that there'll be an interesting-looking Story mode which will have you completing missions and challenges. Money you earn from races can be spent on customising your craft, and by taking your memory card down the arcade you can show off your customised hotrod to all and sundry. Should be out around September.

Fast like a Vindaloo turd off an extremely shiny shovel



When Jaime closes his eyes to sleep, all he sees are two glowing white orbs

PIKMIN 2

● FORMAT: GAMECUBE ● PUB: NINTENDO
● DEV: NINTENDO ● ETA: NOV 23

Here's the news on Pikmin 2, folks. This time intrepid Captain Olimar has returned to the planet of the Pikmin to save his company from going bust. Along for the ride is his co-pilot, and two of you can team up for multiplayer co-op or head-to-head missions.

There are two new Pikmin colours to discover and harness, 60 species of baddie to beat and numerous puzzles to solve in your quest for the precious doodads to save your firm from going under. Unlike last time, there is no time limit, and randomly generated levels mean more gameplay for your groats.

Better and longer than the original

LoK: Defiance's combat system has been completely overhauled

In the LoK universe, shoe-shine boys get paid danger money

LEGACY OF KAIN: DEFIANCE

● FORMAT: PS2, XBOX ● PUB: EIDOS ● DEV: EIDOS ● ETA: AUTUMN 2003

TWO OLD ENEMIES UNITE TO FIGHT A COMMON FOE. AND THEY'VE BOTH GOT BLOODY BIG SWORDS

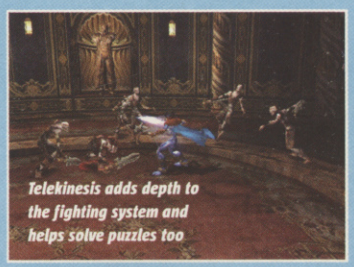
Look at these shots. By rights they should hanging on the wall of the Tate but instead they're going to be zipping around Xboxes and PS2s. Yes, if we judged by looks alone (which we don't), Legacy Of Kain: Defiance is the business.

That's not all. For the first time in the series both Kain and Raziel will be available as playable characters. You alternate between the two to take on the Hylden, who is just so goddam evil that Raziel and Kain have buried their differences to take him on.

The two guys have had their combat systems completely overhauled, so you'll need to master a whole bunch of new moves and combos. There's also an intriguing telekinesis feature.

But the emphasis of the new game is on combat. As Kain and Raziel race around atmospheric settings (the snow on one level looks awesome), putting hordes of enemies to the sword, a reworked camera system gives you a top-down view with a really cinematic feel. It shifts and bounces around to follow the action so you really feel like you're controlling a movie.

Will it garrotte Tenchu and carve up Devil May Cry? We'll see come test time.



Telekinesis adds depth to the fighting system and helps solve puzzles too

Crouching Tiger, Hidden Vampire anyone?

COUNTER-STRIKE

● FORMAT: XBOX ● PUB: MICROSOFT
● DEV: VALVE ● ETA: CHRISTMAS

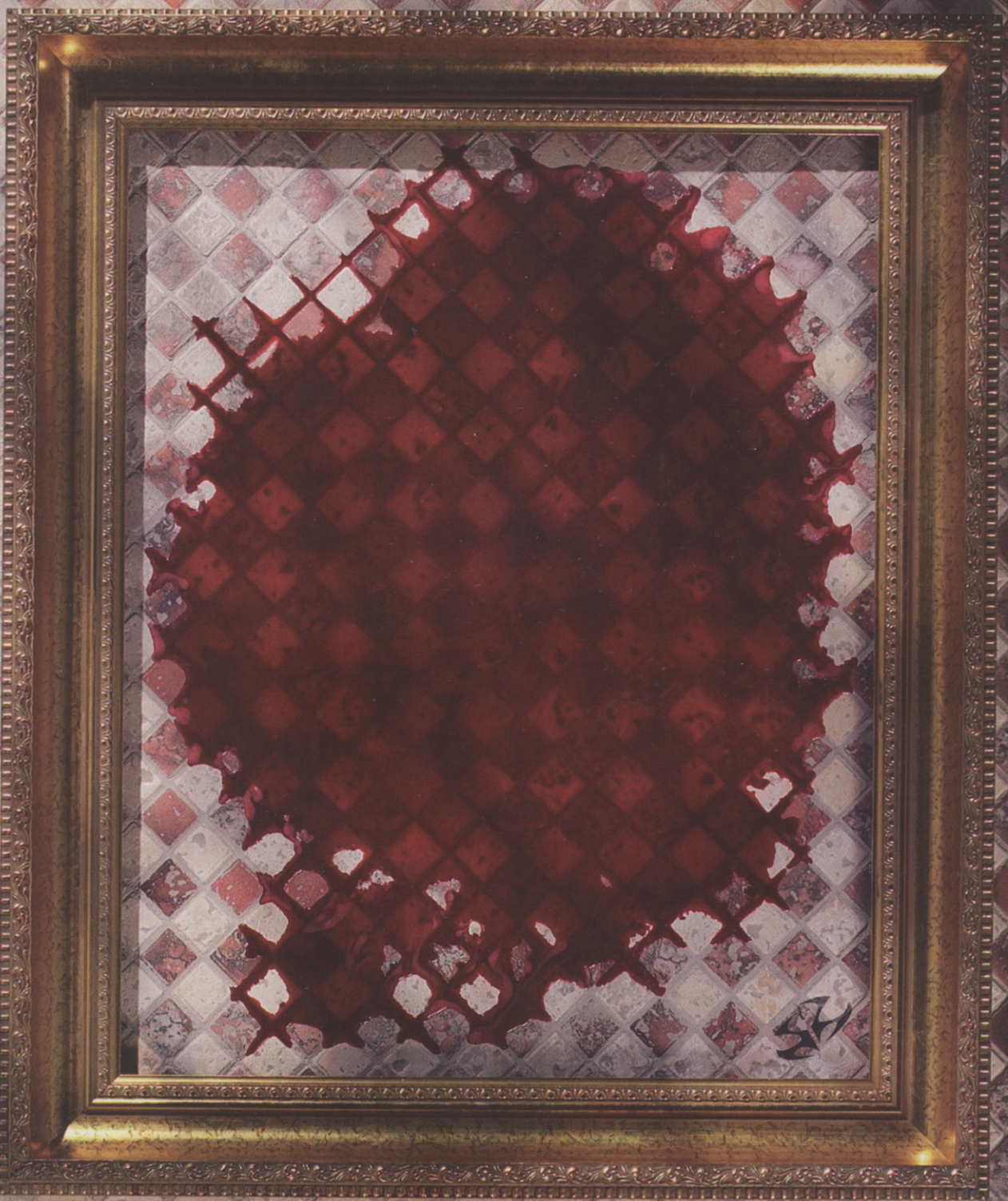
Just about the PC's most popular online shooter of all time, the team-based anti-terrorist tactics fest is coming to Xbox in time for Christmas.

The Xbox version will take the best maps and missions from the original Counter-Strike, as well as the forthcoming Condition Zero PC expansion, offering a singleplayer mode as well as multiplayer. But it will be far from a straight conversion, with better visuals – swaying trees and improved lighting, new Xbox-only maps, and kit such as a riot shield, a blowtorch and a fibre-optic camera.

What's more, with more maps, weapons and skins becoming available for download over Xbox Live, the game should just keep getting better and better. There'll be a ranking system and, as Xbox live isn't the hotbed of hackers the PC Counter-Strike community has fallen foul of, all games will be fair and square.

Ghost Recon, you'd best watch your back

THE ART OF AN ASSASSIN



THE THROAT CUT
Blood type "AB" on mosaic tiled floor
Specialist equipment: Scalpel
Produced in India 2002.

Donated by: Dr. Von Kamprad

NINTENDO GAMECUBE. PC CD-ROM PlayStation.2 XBOX

HITMAN 2
SILENT ASSASSIN™

IO Interactive

EIDOS INTERACTIVE

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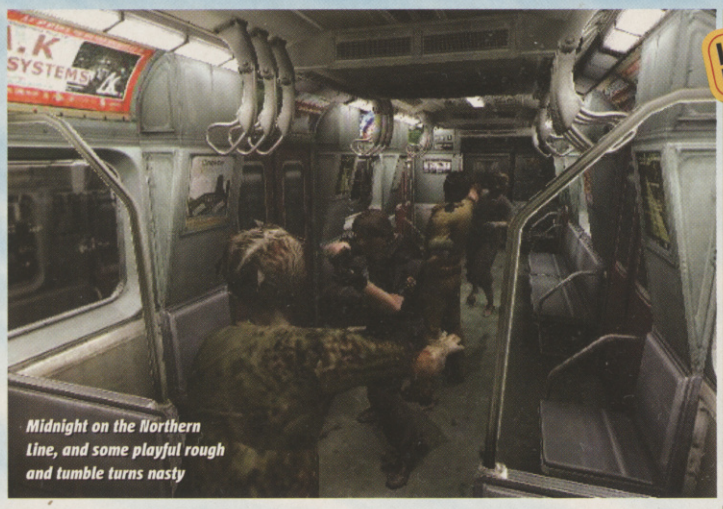
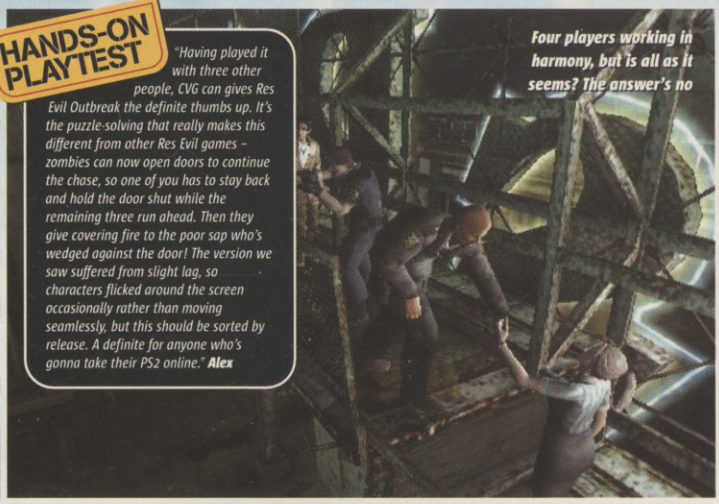


Midnight on the Northern Line, and some playful rough and tumble turns nasty

HANDS-ON PLAYTEST

"Having played it with three other people, CVG can gives Res Evil Outbreak the definite thumbs up. It's the puzzle-solving that really makes this different from other Res Evil games – zombies can now open doors to continue the chase, so one of you has to stay back and hold the door shut while the remaining three run ahead. Then they give covering fire to the poor sap who's wedged against the door! The version we saw suffered from slight lag, so characters flicked around the screen occasionally rather than moving seamlessly, but this should be sorted by release. A definite for anyone who's gonna take their PS2 online." **Alex**



Four players working in harmony, but is all as it seems? The answer's no

RESIDENT EVIL OUTBREAK

● FORMAT: PS2 ● PUB: CAPCOM ● DEV: CAPCOM STUDIO ● ETA: EARLY 2004

Like Marathon to Snickers, Jif to Cif and Immac to Veet, Resident Evil Online has changed its name. It's now – wait for it – Resident Evil Outbreak! But why the sudden name change?

Easy. While the UK waits for PSO to roll out, Capcom naturally thought, "Woah. What if nobody's actually 'online' to play Resident Evil Online? We need a singleplayer option in there, dude." Or something like that.

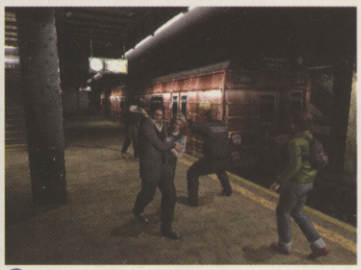
SCARED? YOU SHOULD BE

So, Resident Evil Outbreak is yer basic two-in-one deal. On the one hand you've got a brand new standalone singleplayer game (which does boast a multiplayer option using the trusty split-screen approach). And on the other hand you've got the online adventure, where each session involves eight players, four human- and four computer-controlled. The catch is, when you're playing online you won't know who is human and who's an NPC (that's non-playable character to you). This will crank up the tension, because you'll have to cooperate with other team members as you struggle to escape from Raccoon City.

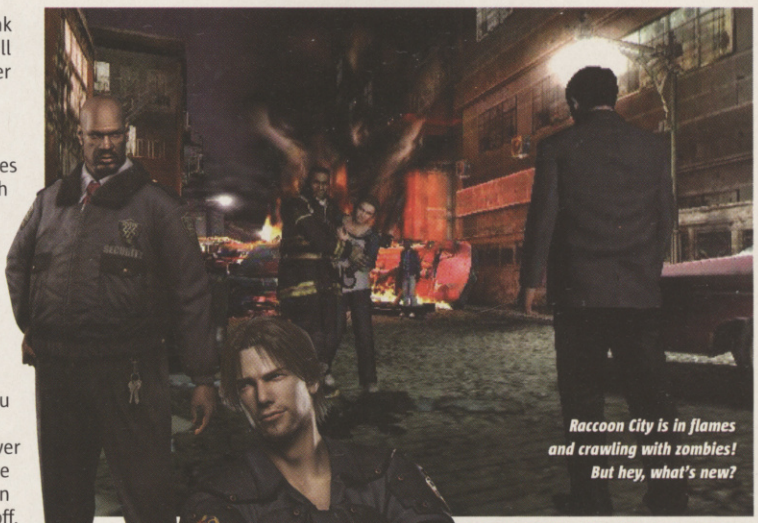
The city is in flames *and* it's teeming with zombies, Lickers, dogs, scorpions and Hunters. What's more, it's all against the clock. Imagine. You hear the shrieks as a member of your team is picked off. Was he human or NPC? You don't know. Wounded, you approach a character desperately in need of help. Same thing! You'll never know if he's friend or foe. If he'll give you the life-giving green herb or turn into a zombie and chew your head off.

For singleplayer or split-screen multiplayer it's much the same, although you won't get the same level of tension. Still, it should scratch the itch till PSO comes out... CVG

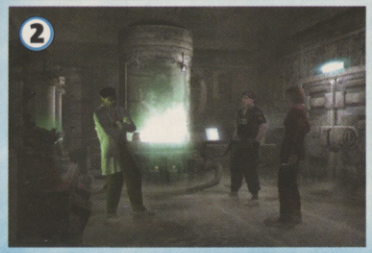
Apart from being damn cool to play, Resident Evil Outbreak looks pretty mint as well

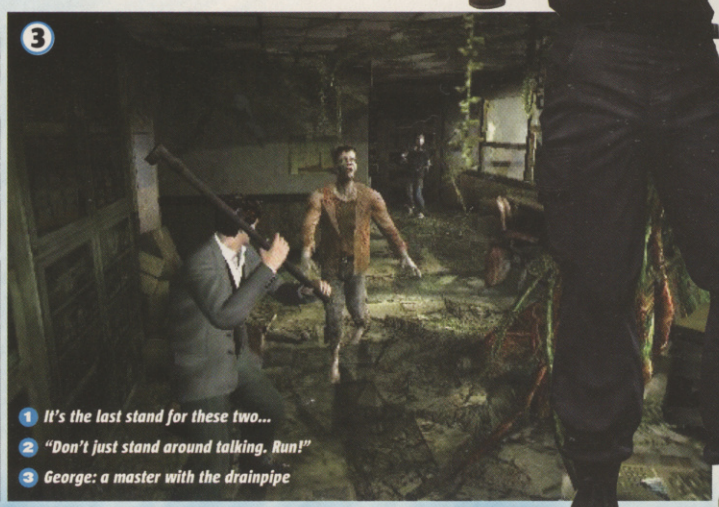


"Come on, Mike, you've had enough. Let's get you home, mate," said caring boss Alex Simmons



Raccoon City is in flames and crawling with zombies! But hey, what's new?





1 It's the last stand for these two...
2 "Don't just stand around talking. Run!"
3 George: a master with the drainpipe

There's never a train driver handy when you need undead running down

Here we see the famed solidarity of bald men threatened by zombies

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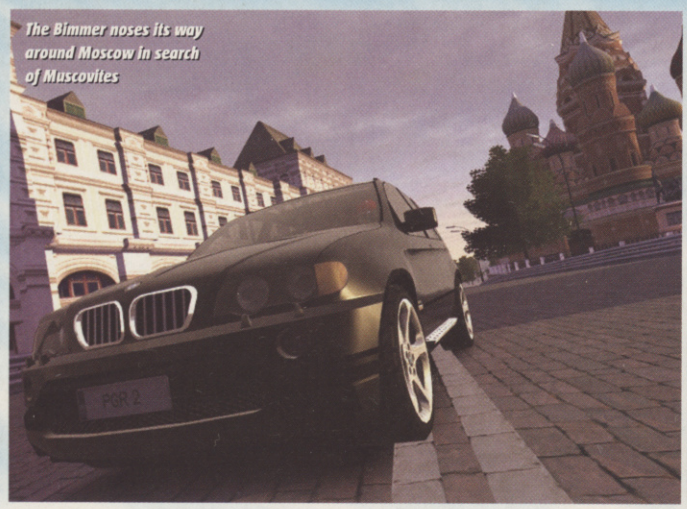

The Bimmer noses its way around Moscow in search of Muscovites

Italian sports car (Enzo Ferrari) meet gorgoeus Spanish city (Barcelona)

PROJECT GOTHAM RA

● FORMAT: XBOX ● PUB: MICROSOFT ● DEV: BIZARRE CREATIONS ● ETA: LATE 2003

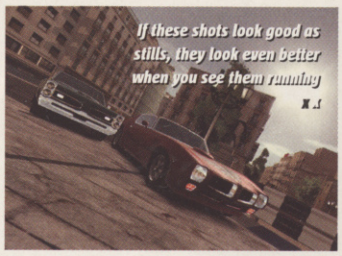
BIGGER, BETTER, BADDER!

We all know the old adage if ain't broke don't fix it, right? But that doesn't mean that if it ain't broke you can't tart it up to within an inch of its life.

Enter Project Gotham Racing 2 for Xbox. Developer Bizarre hasn't gone and set it in space or anything stoopid like that. Instead they've taken the already sound concept of the first game and made it better.

Miles better. PGR2 is gonna be one of the best-looking games on the Xbox, and certainly the tastiest racer on the console. Cars include the new Enzo Ferrari, Porsche GT2 and BMW Z4. All offer ultra-realistic driving and awesome damage modelling. Fancy taking a Pontiac GTO out for a spin? You can burn up the photo-realistic streets of Barcelona, Edinburgh, Florence and Chicago among others. See those rain effects in our screenshots? Mint isn't the word – and they look even better when you see them in motion.

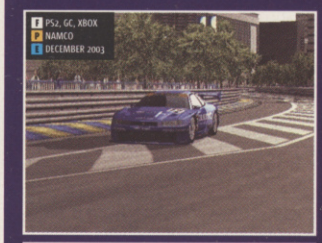
As before, PGR2 uses a Kudos system. You earn points by doing cool stuff like driving on two wheels, catching air and avoiding damage to your car, and the more you earn, the more of the game you unlock. Fully Xbox Live-compatible, players will be able to race online, as well as download ghost cars and enter names in the Xbox Live leaderboard. Expect PGR2 in the autumn of this year.


If these shots look good as stills, they look even better when you see them running

Edinburgh. It's raining, and the city has never looked better...

Hmm. Some sort of practice area perhaps? And there's JUST the motor to practise in

ALSO ON THE GRID...



R: RACING EVOLUTION

This is Ridge Racer VI by any other name, and it looks like having hot looks to match those of its earlier incarnations. Question is, can it outdo Gran Turismo? It's a tough call...

HANDS-ON PLAYTEST

"Visually, PG2 humbled GT4, in particular Moscow with its distinctive skyline, cobbled streets and wire fencing. Control feels more arcade-orientated than in GT4, but you can still smash up the cars – even the gorgeous Ferraris. All buildings now have details modelled in 3D, instead of flat textures." **Alex**

BILLY HATCHER AND THE GIANT EGG

● FORMAT: GAMECUBE ● PUB: SEGA
● DEV: SONIC TEAM ● ETA: LATE 2003

Billy Hatcher. He's a young lad in a special suit who must control special eggs. And at first glance he doesn't have much in common with Sonic the Hedgehog, a prickly mammal who moves at the speed of sound.

But the people behind GameCube platformer Billy Hatcher and the Giant Egg are the same blokes who gave us Sonic all those years ago. For their first all-new platform game since the days of the Sega Saturn, Sonic Team has created a magical land under threat from an evil king. As Billy you'll have to run, leap, explore a massive 3D world, collect eggs, solve puzzles, and, of course, defeat a boss at the end of each stage. It's out at the end of this year...

Here's Billy. Billy Hatcher to you...

...Billy

This is Barcelona again, and another Enzo Ferrari, this time in red

ACING 2

The rain in Scotland falls mainly all over the whole country

Yet more Ferrari action in Barcelona. This time you get to take a fully licensed Ferrari Dino GT out for a tour of the sights. Nice...

SONIC HEROES

● FORMAT: GAMECUBE, PS2, XBOX ● PUB: SEGA
● DEV: SONIC TEAM ● ETA: EARLY 2004

THREE OF YOU? PAH! I'LL TAKE YOU ALL ON! NO CHANCE...

Sonic the Hedgehog's had an overhaul. Not only is the spiky insectivore making his multi-platform debut with the upcoming Sonic Heroes (on PS2, Xbox and GameCube), but the game will be a team-based affair, allowing you to control three characters *at the same time*.

Yup, we ain't seen it done before, but that's what'll happen. So players will, for example, simultaneously be able to use Sonic's speed, Knuckle's awesome power and Tail's airborne abilities to help conquer massive 3D worlds.

Team Sonic isn't the sole trio on offer. There are four teams of three playable characters, and it'll be up to you to unlock all 12 of 'em. Not only do the characters all have their own moves to master, but each team will have a different storyline to contend with. It'll mean tinkering with different team formations to negotiate levels, which change all the time depending on your decisions.

Is Sonic Heroes going to fire a rocket up the arse of platform games? We'll conduct an endoscopy to check come release time in early 2004.

Wow. Super-colourful worlds. Like the 2D classics, but in 3D

Use your characters' different skills to defeat enemies

THE REST OF SONIC

SONIC ADVENTURE DX DIRECTOR'S CUT

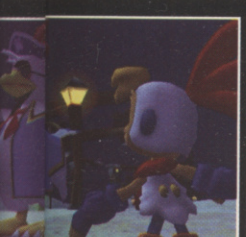
The original Sonic Adventure gets a tune-up with a new graphically enhanced 3D world, six playable characters and all-new Mission Mode and compatibility with other Nintendo/Sonic games using the GameCube-to-GBA cable.

SONIC BATTLE

This is a fighting game, Sonic-style. You choose from one of eight characters, including Sonic, Tails and Shadow and start smacking the hell out of each other. Link up using the cable and an additional Party Game lets up to four players compete with one cartridge.

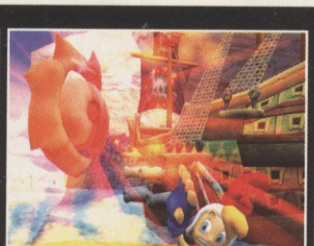
SONIC PINBALL PARTY

You're being spoilt, Game Boy-wielding Sonic fans. Now you get Sonic-branded pinball featuring Sonic characters. Connect to other GBAs for multiplayer ball-pinging, and it's compatible with Sonic Adventure Director's Cut on the GC, too!



illy Notes to everyone else

Billy races around a 3D world



Minding out for the pirates, obviously

And collecting eggs, which he does...

...wearing a special suit. An eggy suit

HANDS-ON PLAYTEST

FULL SPECTRUM WARRIOR

● FORMAT: PC, XB, GC ● PUB: EIDOS
● DEV: ION STORM ● ETA: AUTUMN

Shrouded in secrecy until the very moment of its E3 unveiling, Full Spectrum Warrior means business. In fact, it's such a heavyweight mofo of a combat game that it started out as a training tool for the US army.

The Xbox version of that training sim has been tweaked and made more accessible and game-like, but remains an extraordinarily detailed and authentic warzone experience (say us whose combat experience is limited to the late-night munchies run to the garage).

It's a mixture of first-person action and strategic commanding of your fellow soldiers and squads. Artificial Intelligence is the key here, as you might expect from a game based on a real-life army training tool, and the game takes no prisoners and suffers no fools. Indecision means death, and we lost nearly an entire squad by not reacting quickly enough to our environment and the sudden threat.

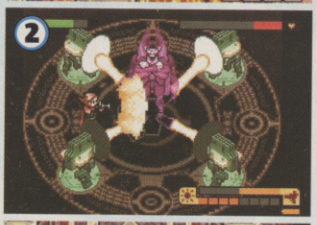
Deaths often take you unawares, especially when your heroes are sniped. The hyper-realistic reactions of team-mates who witness these deaths are incredible, and really drive home the fact that this is way beyond Conflict: Desert Storm territory. If you've ever wanted to get close to real combat without the threat of actually having to die for your country, this game was made for you.

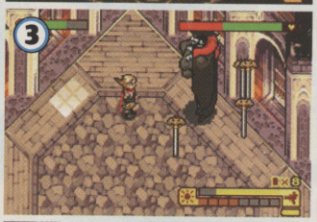
It's like Full Metal Jacket...

Cover your buddy's ass or he's dead

Looking a bit exposed here - the fools

Nice detail - check the graffiti





1 The game's got a cool Zelda feel to the graphics, but with an added detail...

2 When it gets dark your job is made SO much more difficult, because your enemies like darkness

3 A solar panel in the cart detects the sun and it won't be fooled by artificial light

4 See that gauge in the bottom left-hand corner? That tells you the sun's strength

This piece of art amply illustrates the 'sun' element of the game

BOKTAI

THE SUN IS IN YOUR HAND

● FORMAT: GBA ● PUB: KONAMI ● DEV: KONAMI ● ETA: SEPTEMBER

HANDS-ON PLAYTEST

"You HAVE to play this game in the sun. The light sensor on the cart is a genius idea that's your only way of destroying the vampire lords in the game. Lightbulbs won't work, torches are useless - only pure solar power can save your sorry ass. And you know what, it's a lot of fun, too. While the game is simple, with you basically creeping inside castles and dragging out the vamp's coffin while he sleeps, it's surprisingly deep. If the sun goes down while you've got the coffin in tow, the death box starts juddering and all hell breaks loose. And if your solar gun is running low on juice when these bad boys break out, you better make sure you know the fastest way to get the hell out of there." **Alex S**

THE UNDEAD RETURN. HEY, LIGHTEN UP

Now this really *is* cool. Boktai: The Sun Is In Your Hand is the world's first light-sensitive videogame. Developed by Hideo Kojima (the man behind Metal Gear Solid), Boktai's GBA cart contains an infra-red sensor that detects the sun and uses it in the game.

"Boktai represents a watershed moment in game design and marks the next step in the evolution of interactive entertainment," says Konami bigwig Geoff Mulligan. It might sound like hype, but for once we have to agree.

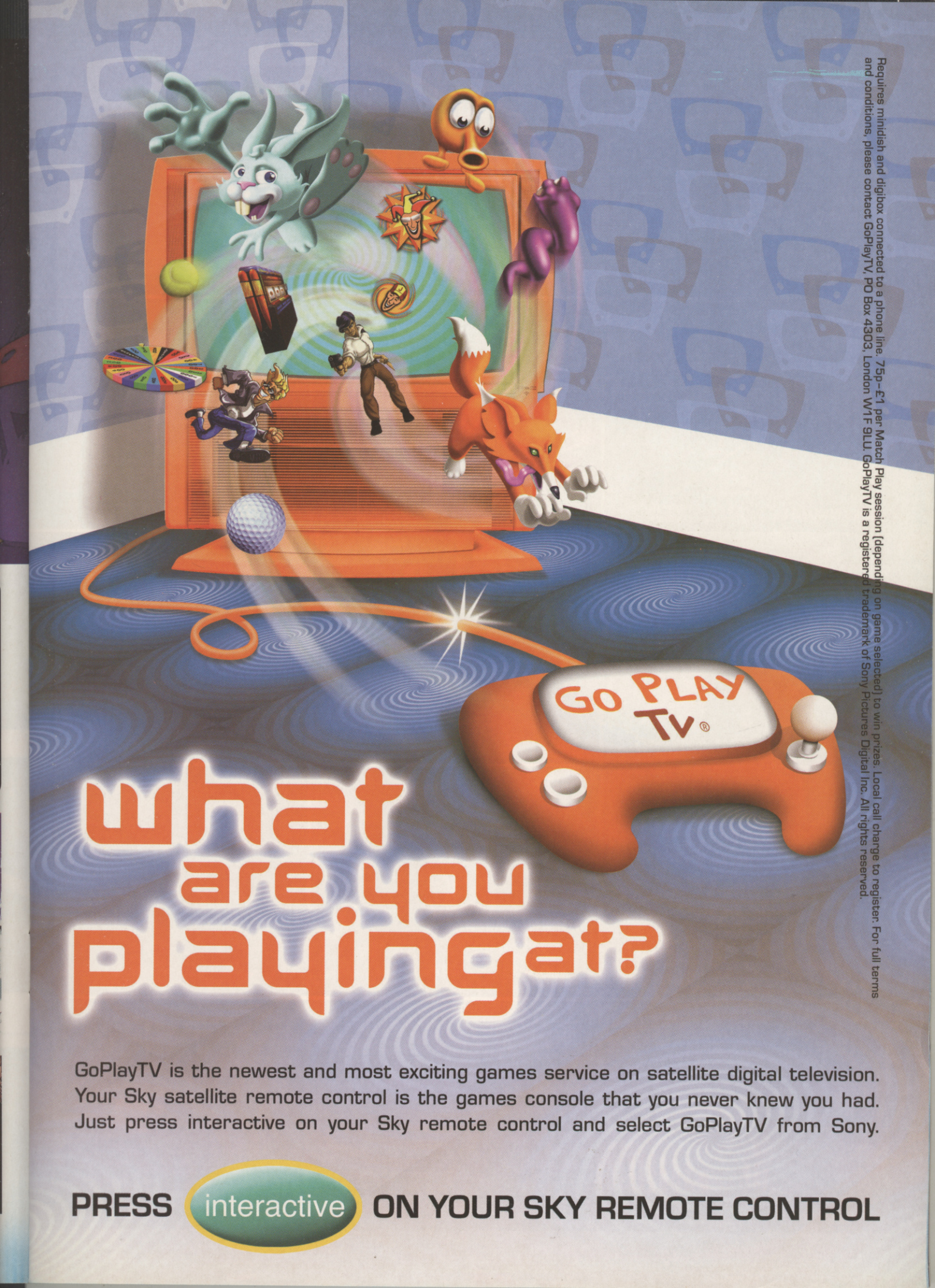
The game follows Django, a vampire hunter who ventures through dungeons slaying demons and ghouls. Obviously, when you do battle with vampires and other eerie nocturnal creatures, your enemies are weaker during the day than they are at night. So the amount of time you spend in the sun has a direct impact on the hero's powers and the strength or weakness of his enemies. Some enemies are destroyed by a solar gun while others are killed by exposing them to natural sunlight. When you play in the daytime you can also store sunlight to use at night, so don't worry about after-hours playing.

Imagine how good it'll be to play this one on the beach. Bring it on!

What next, a snow-sensitive game?

If the sun goes behind a cloud, the game will change

You really are at the mercy of the elements. How cool is that?


GO PLAY TV®
what are you playing at?
GoPlayTV is the newest and most exciting games service on satellite digital television. Your Sky satellite remote control is the games console that you never knew you had. Just press interactive on your Sky remote control and select GoPlayTV from Sony.
PRESS interactive ON YOUR SKY REMOTE CONTROL
Requires minidish and digibox connected to a phone line. 75p–£1 per Match Play session (depending on game selected) to win prizes. Local call charge to register. For full terms and conditions, please contact GoPlayTV, PO Box 4303, London W1F 9LU. GoPlayTV is a registered trademark of Sony Pictures Digital Inc. All rights reserved.

SCREENSHOT OVERLOAD!

TAKE A LOOK AT THE HOTTEST GAMES HEADING YOUR WAY

PS2, GC, XBOX
EIDOS
SUMMER

THE ITALIAN JOB

Arcade driving version of the movie remake with lots of Mini Coopers in it

PC
TAKE 2
DECEMBER 2003

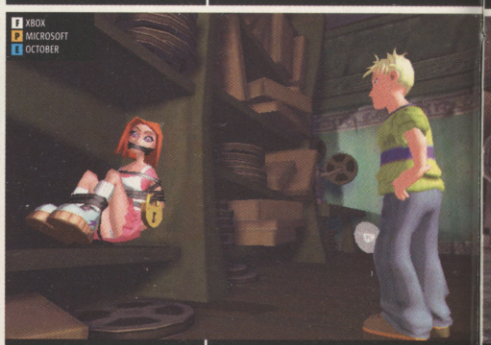
HIDDEN & DANGEROUS 2

Get to grips with a mix of gameplay styles, most of them involving shooting people

PS2, GC, XBOX
ACTIVISION
2004

THE MOVIES

Strategic sim game where you build your own film studio and try to make blockbusters



XBOX
MICROSOFT
OCTOBER

GRABBED BY THE GHOULIES

Beat up 'zany' ghosts in a bid to rescue your kidnapped girlfriend

PS2
SEGA
DECEMBER

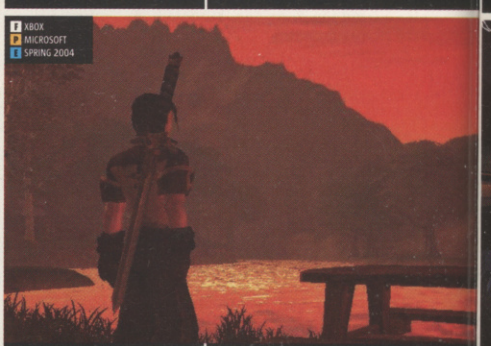
HEADHUNTER: REDEMPTION

Zip between Jack Wade and a new character for sci-fi racing and shoot 'em up stuff

GBA
NINTENDO
JULY

ADVANCE WARS 2: BLACK HOLE RISING

One of the best and most addictive games on Game Boy Advance gets a welcome sequel



XBOX
MICROSOFT
SPRING 2004

FABLE

As you'd expect from Populous maker Peter Molyneux – a unique RPG

PS2, GC, XBOX
ACTIVISION
DECEMBER

SPAWN

Hmm, not the first attempt to breathe game life into McFarlane's comic creation...

XBOX
LUCASARTS
SPRING 2004

SAM & MAX FREELANCE POLICE

Welcome PC return for a mix of comedy and adventure gaming not seen since the early '90s

PS2, XBOX
NAMCO
DECEMBER

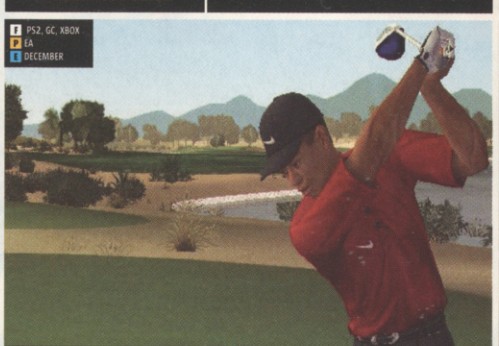
KILL.SWITCH

A tactical third-person shooter where you have to plot your assaults first

PS2, XBOX
LUCASARTS
DECEMBER

WRATH UNLEASHED

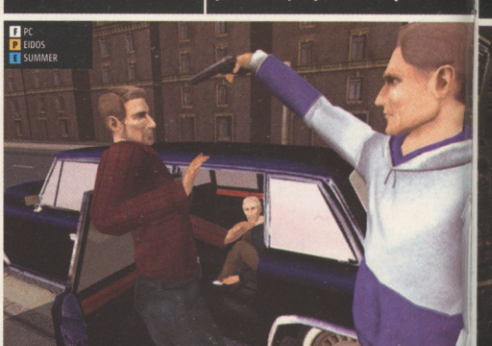
Fight and kill loads of mythical creatures using a mix of all-out combat and strategy



PS2, GC, XBOX
EA
DECEMBER

TIGER WOODS PGA TOUR 2004

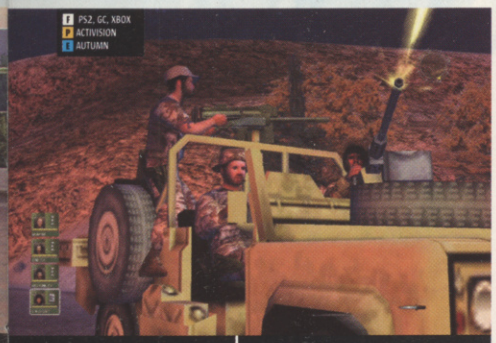
Imagine the last Tiger Woods game, except with a lot more of everything



PC
EIDOS
SUMMER

REPUBLIC: THE REVOLUTION

Long-awaited real-time strategy epic which boasts incredible AI

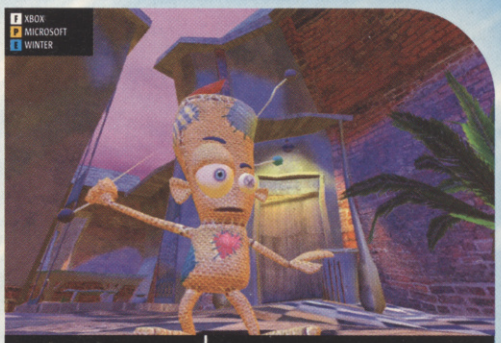


CONFLICT DESERT SABRE

The sequel to Conflict Desert Storm and still stuck in Gulf War I...

TWISTED METAL BLACK: ONLINE

Is your PSO ready? No storyline here, just pure car-crushing combat over 20 online arenas



VOODOO VINCE

Cool premise – as a voodoo doll, you gotta hurt yourself to duff up baddies

X-MEN: LEGENDS

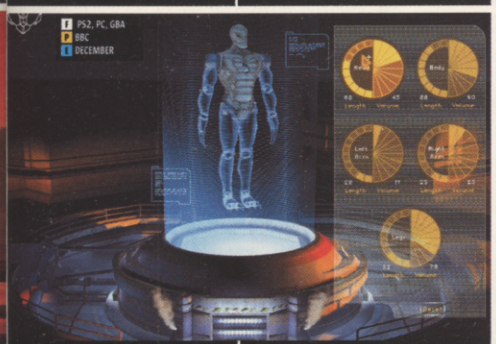
Train and fight your X-Men in a kind of third-person action RPG scenario

COMMANDOS 2: DESTINATION BERLIN

A third dose of real-time strategy as you lead teams of commandos against the Reich

TRUE FANTASY LIVE ONLINE

...Only if your true fantasy is to play a massively multiplayer online RPG on Xbox

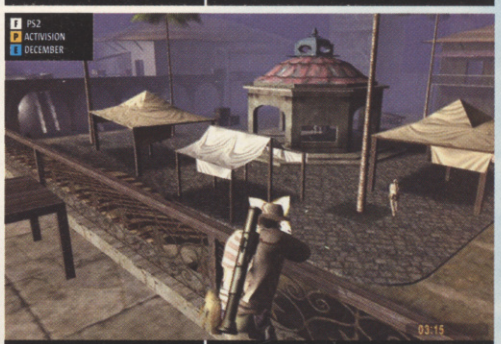


FIGHTBOX

Mixing TV and games, you have to fight characters you see on a BBC show

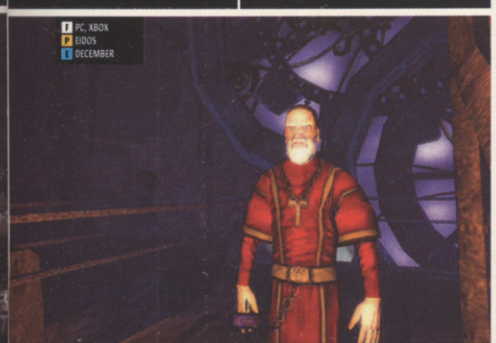
WALLACE & GROMIT IN PROJECT ZOO

You're Gromit in this action-adventure. Includes breakdancing special moves!



SOCOM II: US NAVY SEALS

Squad-based shoot 'em up for PS2 which will work offline but should really rock online

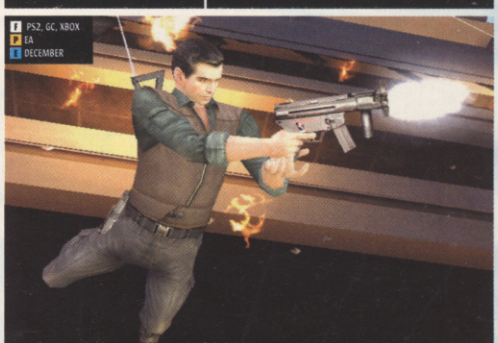


THIEF 3

Stealth your way around olden times nicking stuff. With new 'body awareness'

DINO CRISIS 3

This latest (Xbox-only) dino-killing spree boasts an all-new multiplayer mode, which is nice



JAMES BOND 007: EVERYTHING OR NOTHING

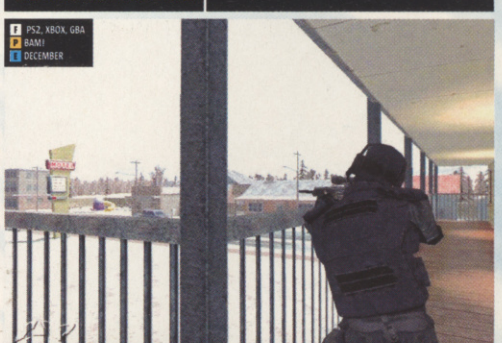
Good-looking but unlikely to break the Bond mould, wethinks. Still, that's no bad thing

STEEL BATTALION: LINE OF CONTACT

Re-use that pricey 40-button controller, this time in Live teamplay

BLACK & WHITE 2

First you must convince people you're a god, then get them to worship you. Easy, huh?



ICE NINE

New first-person shooter from the developers of Duke Nukem, you lucky people

PC
VIVENDI
LATE 2004

TRIBES: VENGEANCE

Vengeance promises to offer a stronger singleplayer mode – online is already a blast

PS2, GC, XB, GBA, PC
ACTIVISION
SUMMER 2004

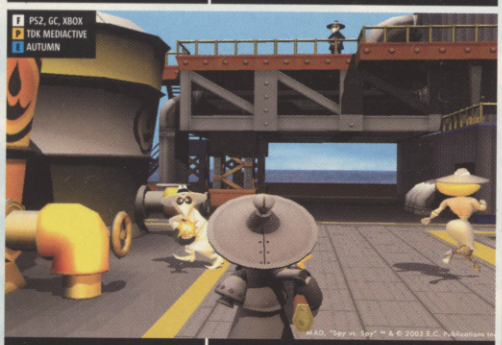
SHREK 2: THE GAME

Squad-based action with Shrek and pals, based on next year's movie sequel

PS2
SONY
WINTER

EVERQUEST ONLINE ADVENTURES

The PC behemoth goes console thanks to the PS2 and the online adaptor



PS2, GC, XBOX
TDK MEDIACTIVE
AUTUMN

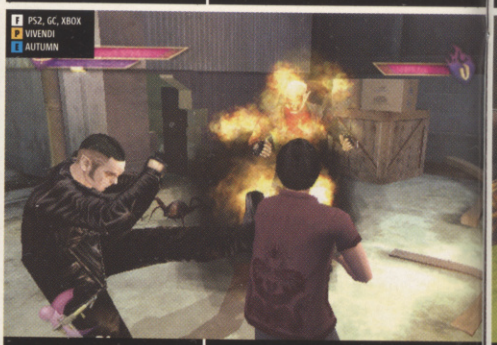
SPY VS SPY

Play a lethal game of 'joke' and dagger in a trick- and trap-laden next-gen sneak 'em up

PS2, GC, XBOX
MIDWAY
WINTER

SPYHUNTER 2

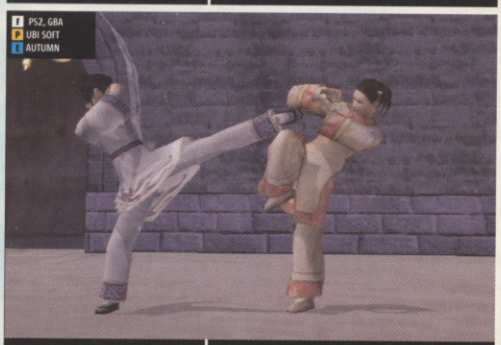
Experience international espionage behind the wheel of a gadget-laden car... again!



PS2, GC, XBOX
VIVENDI
AUTUMN

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS

Developed as a 'lost episode' from season five of the TV show. Fang-tastic!



PS2, GBA
UBI SOFT
AUTUMN

CROUCHING TIGER, HIDDEN DRAGON

Based on the hit movie, embark on adventures for each hero and seek revenge on Jade Fox

PC
VIVENDI
WINTER

HOMEWORLD 2

Space combat now looks even better with new fleets, ships and customisable online play

PS2, GC, XB, PC
EA ARTS
AUTUMN 2003

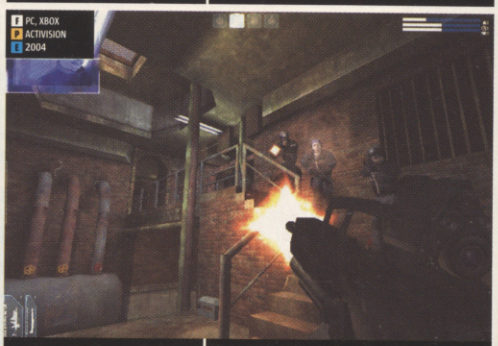
NHL 2004

Puck-bashing update with improved control and management options

PS2
KONAMI
WINTER

KARAOKE REVOLUTION

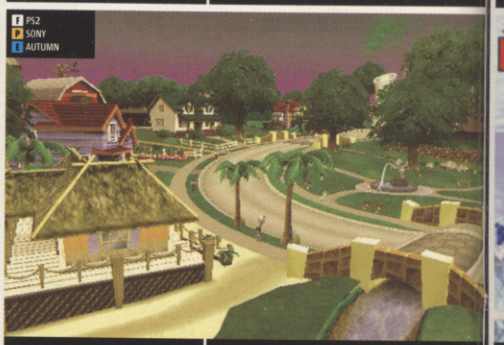
Show off your vocal skills by singing along to hit songs and working the crowd



PC, XBOX
ACTIVISION
2004

TRINITY

The Return To Castle Wolfenstein developers hit back with an all new sci-fi shooter



PS2
SONY
AUTUMN

MY STREET

Create a custom kid and head online to play a variety of fun mini-games

PS2
TECMO
WINTER

PROJECT ZERO 2

Mio and her twin sister Mayu revisit their childhood town – then the scary stuff starts

PC
ACTIVISION
2004

VAMPIRE: THE MASQUERADE – BLOODLINES

Enter the bloodsucking underworld of modern LA. Powered by the same engine as Half-Life 2

PC
VIVENDI
AUTUMN

GROUND CONTROL 2: OPERATION EXODUS

The year is 2741. Join Captain Jacob Angelus as he fights the Terran Empire

CHARLIE'S ANGELS

Based on the upcoming movie, but will the virtual Cameron Diaz twirl ass?

CUSTOM ROBO

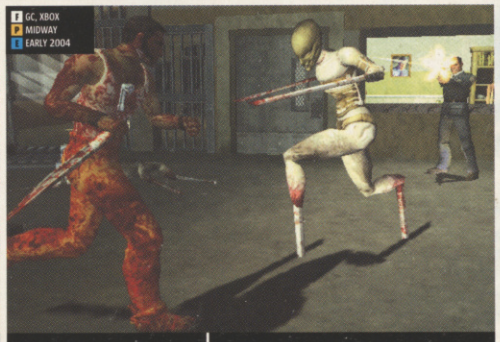
Choose from over 200 different parts to design your own robot – then prepare for battle

FALLOUT: BROTHERHOOD OF STEEL

The PC series reaches consoles in a post-apocalyptic adventure, minus the RPG stuff

DOG'S LIFE

Do anything a dog can do, except hump someone's leg. From the creator of Elite!

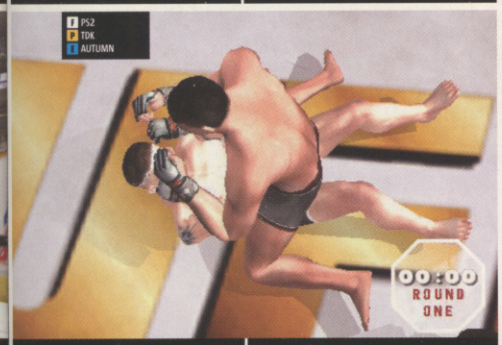


THE SUFFERING

Survival horror set in a maximum security prison, with creature designs by Stan Winston

METROID ZERO

Another handheld outing for Samus Aran with a new world to explore and aliens to battle



UFC: SUDDEN IMPACT

The dirty fighter returns with improved realism and create-a-fighter modes

TEENAGE MUTANT NINJA TURTLES

The heroes in a half-shell return with a cel-shaded adventure to tie in with a new TV show

TOM CLANCY'S RAINBOW SIX 3

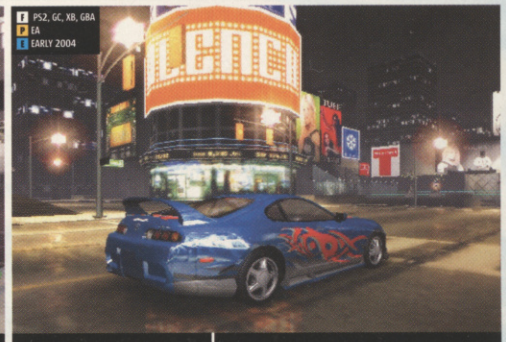
Fight terrorism with an elite squad of special forces, or with fellow gamers via Xbox Live

DONKEY KONG COUNTRY

Update of the SNES smash hit with added mini-games and Score Attack

SYPHON FILTER: THE OMEGA STRAIN

More global espionage with 17 singleplayer missions and much more online



NEED FOR SPEED: UNDERGROUND

Customise your ride, compete in illegal street and drag races and go online with the PS2

BEYOND GOOD & EVIL

The creator of Rayman presents a new hero and bizarre worlds to explore

GIFTPIA

A new concept in RPGs: no combat, no weapons, you decide how to play!

STARCRAFT: GHOST

The StarCraft universe hits consoles in a mission-based shooter with sci-fi weaponry

MAFIA

Shoot, race and cheat your way to the top of the underworld in the PS2 version of the PC hit

UNREAL TOURNIE 2K4

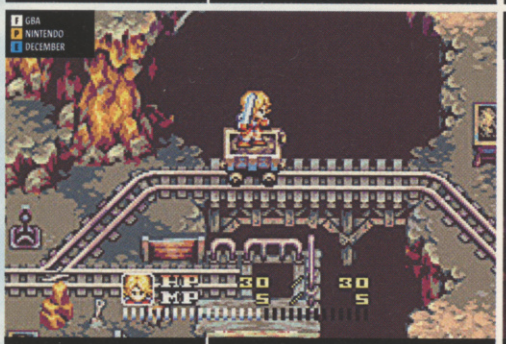
Popular multiplayer shooter gets it's annual update. Hello vehicles and Assault mode

BALDUR'S GATE: DARK ALLIANCE II

The next phase of the console hack and slasher keeps the emphasis firmly on action

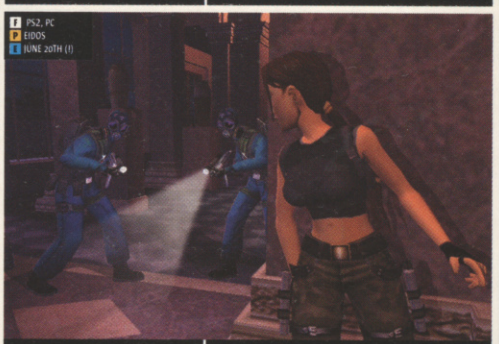
THE SIMS 2

Hugely improved AI and 3D as you guide your Sims through life's big moments



SWORD OF MANA

A prequel to the Mana series of RPGs, this looks like making good use of the link cable



LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS

Not long to wait for Metal Gear Lara. Not long considering how long we've already waited

DYNASTY WARRIORS 4

Additions to the fighting saga include siege weapons like catapults and battering rams!

GLADIATOR: SWORD OF VENGEANCE

A bit like the storyline of the Russell Crowe movie hit, except with wild, staring eyes

THE SIMPSONS HIT AND RUN

Mission-based driving game with the added attraction of being able to explore on foot

FAR CRY

Go in search of the gorgeous Valerie in this free-roaming first-person shooter

MORE HOTTIES!

Mission: Impossible 2	XBOX, PS2
Dungeons & Dragons Online	PC
Pac-Man	GC
Dragon Ball Z: Legacy of Goku II	GBA
Jak II: Renegade	PS2
Dungeon Siege II	PC
McFarlane's Evil Prophecy	PS2
True Crime: Streets of LA	GC, PS2, XBOX
Soul Calibur II	GC, PS2, XBOX
Time Crisis 3	PS2
I-Ninja	PS2
Tales Of Symphonia	GC
Extreme Force	GC, PS2, XBOX
Ninja Gaiden	XBOX
NFL 2K4	PS2, XBOX
NBA 2K4	PS2, XBOX
Drakengard	PS2
Crimson Skies: High Road	XBOX
Music Mixer	XBOX
Golden Sun: The Lost Age	GBA
Viewtiful Joe	GC
Pro Cast Fishing	XBOX
P.N.03	GC
Planetside	PC
MegaMan Zero 2	GBA
MegaMan x 7	PS2
Gregory Horror Show	PS2
Group S Challenge	XBOX
Gotcha Force	GC
Disney's Magical Quest 2	GBA
Disney's Aladdin	GBA
Chaos Legion	PS2
K-1 World Grand Prix	PS2
Final Fantasy Tactics Advance	GBA
Amplitude	PS2
XIII	PS2, XBOX, GC, PC
Final Fantasy X-2	PS2
The Great Escape	PS2, XBOX, PC
Futurama	XBOX, PS2
Reservoir Dogs	PS2, XBOX
Fire Emblem	GBA
Air Force Delta Strike	PS2
Apocalyptica	PC, XBOX
Neopets: The Darkest Faerie	PS2
NBA Shootout 2004	PS2
Destruction Derby Arenas	PS2
Nintendo Puzzle Collection	GC
Stage Debut	GC
Celebrity Deathmatch	PS2, XBOX, GC, PC
Wario World	GC
Geist	GC
My Street	PS2
Hamtaro: Rainbow Rescue	GBA
Dog's Life	PS2
Downhill Domination	PS2
Kirby Air Ride	GC
World Of Warcraft	PC
This is Football 2004	PS2
NFL GameDay 2004	PS2
Bloody Roar Extreme	XBOX
Cy Girls	PS2
Firefighter FD18	PS2,GC
Silent Scope Complete	XBOX
Gradius V	PS2
The Hobbit	GC, PS2, XBOX
Frogger's Adventures	PS2,GC
Frogger's Journey	GBA
Metal Arms	GC, XBOX
X-Files: Resist Or Serve	PS2, XBOX
Whiplash	PS2, XBOX
NBA Jam	PS2, XBOX
Batman - Rise Of Sin Tzu	GC, PS2, XBOX
XGRA	GC, PS2, XBOX
Summer Heat Beach Volleyball	PS2
SX Superstar	GC, PS2, XBOX
Urban Freestyle Soccer	GC, PS2, XBOX
Backyard Wrestling	PS2, XBOX
SWAT: Global Strike Team	XBOX
Monster Rancher 4	PS2
Pitfall Harry	GBA, GC, PS2, XBOX

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SNAKE EATER

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MARIO KART: DOUBLE DASH!!
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TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 3

GRAN TURISMO 4
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games

The year is 2340 and more than fifty star systems are populated with colonies. But when an alien invasion threatens to put every living organism on the endangered species list, the Confederation of worlds must dispatch its elite special forces unit, code-named Brute Force. That's you. As Brute Force, you command four separate intergalactic mercenaries. The trigger-happy assault trooper, cyborg sniper, stealthy assassin and feral alien are all played by you. As you guide these shooters through 20+ missions and 6 exotic worlds, your knowledge of squad based combat will be severely tested. Depending on the danger at hand, you'll need to utilise the right Brute Force member for the job. Whether you play alone or in co-op mode with friends, the battles escalate, the plot thickens and the violence gets addictive. And, look out for Xbox *Live*, where you will be able to, download new missions and entire new campaigns. It's an experience of such epic pr portion that it could only exist on Xbox®. Good luck. To all four of you.

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www.xbox.com/uk/bruteforce

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TEXT TO WIN

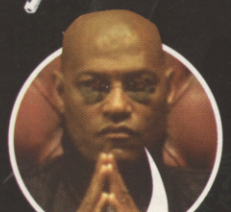
TEXT YOUR ANSWERS TO **84004** (T-MOBILE USERS TEXT 85140)

How to enter: first type 'CVG JULY' then type out the letters corresponding to the correct answers, starting with the first question and ending with the last. For example:

'CVG JULY BB'* *CALLS COST NO MORE THAN 50P*

NAB YOURSELF A BRAND NEW XBOX, PS2 OR GAMECUBE, PLUS A COPY OF ENTER THE MATRIX!

ENTER THE MATRIX



"ARE YOU THE ONE? IF YOU ARE, THEN THESE SIMPLE TESTS SHOULD PRESENT NO PROBLEMS"

COMPETITION

Believe the unbelievable. Yes, you've swallowed the red pill and CVG has teamed up with Atari to give away an unbelievable £1000-worth of Enter The Matrix gaming goodness.

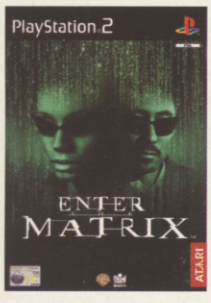
To celebrate the launch of Shiny Entertainment's spectacular multi-format blockbuster, THREE CVG winners will win either a PlayStation 2, Xbox or GameCube plus a copy of the game, and TEN runners-up will each win a copy of the game on the format of their choice. What are you waiting for?

QUESTION 1. Finish this sentence: "Remember, there is no..."

- A: ...Spoon
- B: ...God

QUESTION 2. Agent Smith actor Hugo Weaving is in which other movie series?

- A:Lord Of The Rings
- B: Star Wars



GO ON- WIN IT

Fill in this coupon and send entries to:

CVG MATRIX COMPO, CVG, **CCVG703A**, Dennis Publishing, PO Box **154**, Bradford BD1 5RZ

QUESTION 1

Tick the correct answer:

- A. Red Pill ..... ☐
- B. Blue Pill ..... ☐

QUESTION 2

Tick the correct answer:

- A. Red Pill ..... ☐
- B. Blue Pill ..... ☐

Enter your details below

Title:

Forename:

Surname:

Address:

Postcode:

Email:

Daytime tel no:

Preferred prize format: ☐ PS2 ☐ XBOX ☐ GC

IMPORTANT: No more than one entry per household

☐ Please tick here if you do not wish to receive by mail further special offers from companies other than Dennis Publishing Ltd OR if you are under 18 years of age

☐ Please tick here if you do not wish to receive occasional emails about carefully chosen products or services from companies other than Dennis Publishing Ltd

☐ Please tick here if you are a current subscriber

TERMS AND CONDITIONS: Only entries with all of the questions completed correctly and received before **Wednesday 2 July 2003** will be entered into the prize draw. Winners will be notified by post, so don't phone. No cash alternatives. Prizes not necessarily as shown. The editor's decision is final. For the three first prizes, the first out of the hat gets first choice, the second chooses between the remaining prizes, and the third receives the one remaining prize. The game will be for the same format as the console prize.

***EXTRA TERMS AND CONDITIONS FOR 'TEXT TO WIN':** The service is available to Vodafone, Orange, BT Cellnet (O2), and One2One (T-Mobile) customers. It will not cost more than 50p (incl. VAT) for each entry. The user will receive one confirmation message per entry. The service is provided by Inspired Technology Group in conjunction with CVG. If users have any problems, they should call +353 1 667 855 (9am-6pm) or email support@poptext.com

Rule N°1: Leave without a trace.
Rule N°2: If you think it's a game, it's over.
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State of the art Connectivity
for NINTENDO GAMECUBE™
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"A must-have game on the GAMECUBE"
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Nintendo Official Magazine
"This is a most worthy purchase"
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CHALLENGE CVG

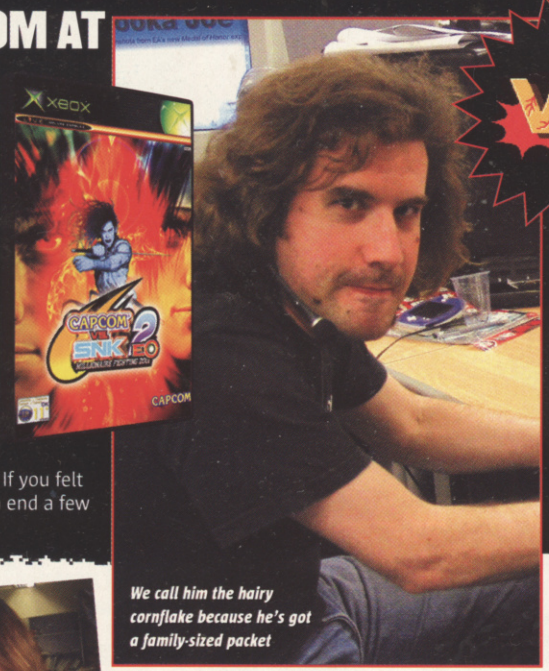
YOSHIHIRO SUDO VS PAUL DAVIES

WE MADE A SMALL BOY'S DREAM COME TRUE THIS MONTH. YOUNG PAUL BRAVELY FOUGHT THE PRODUCER OF CAPCOM VS SNK 2 ON XBOX LIVE!

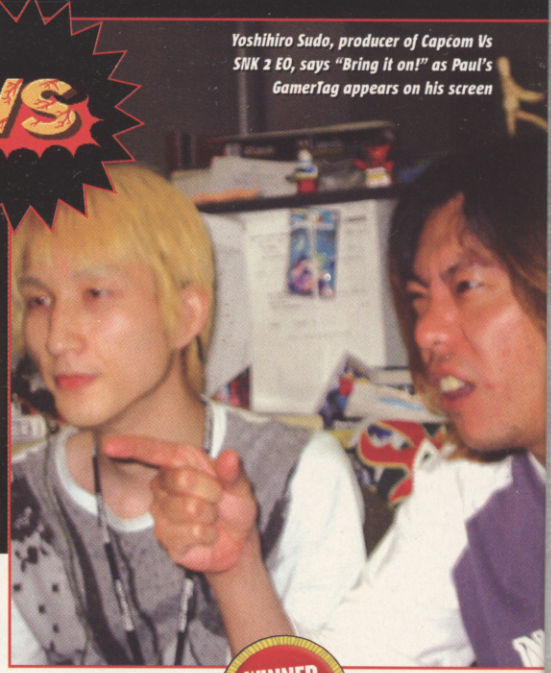
WE TAKE ON CAPCOM AT ITS OWN GAME

It was London versus Osaka when CVG challenged Capcom to a duel at its own game – a battle between the world's first (and best) games mag, and creators of the greatest fighting games in history. In other words: CVG's stray dog Paul Davies trying his luck against the producer of Capcom Vs SNK 2 EO, the mighty Yoshihiro Sudo!!

Sudo-san is something of a legend. He's also producer on Resident Evil Online, and has overseen Resi CODE: Veronica and Auto Modellista. And so, by the power of Xbox Live, and Capcom Eurosoft's supreme organising skills the Sudo-san/Davies match-up did commence. If you felt the hairs on the back of your neck stand on end a few weeks ago, this is why...



We call him the hairy cornflake because he's got a family-sized packet



Yoshihiro Sudo, producer of Capcom Vs SNK 2 EO, says "Bring it on!" as Paul's GamerTag appears on his screen

Two of Capcom's finest take on CVG: Yoshihiro Sudo (right) and Ryota Suzuki (left)

One of CVG's worst: Paul continues his dazzling losing streak. He's not happy

1 ROUND ONE: SNK TEAMS

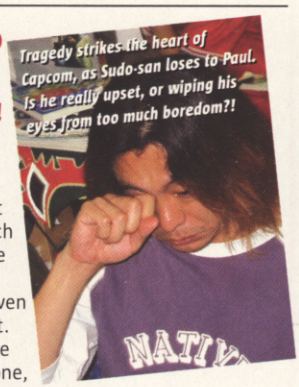
We thought it would be cool to kick off with SNK teams. Sudo-san chose Liori, Rugal and Terry; Paul stepped up with blade-wielders Hibiki, Nakoruru, and Haomaru. Sudo-san had the advantage, using EO-ISM against Paul's AC-ISM. Iori made light work of Hibiki, but ran into trouble against Nakoruru's flying antics ("Oh no, I hate that bird! It's too confusing!") Inevitably, Sudo-san finished things with Rugal, using a flash Super Combo to totally destroy Nako-chan. Paul retaliated, squeezing out a Super from Haomaru, taking Rugal to within a millimetre of his life, but it wasn't to be. 1-0 Capcom, no messing about...

2 ROUND TWO: CAPCOM TEAMS

Next up, Capcom teams. Again Sudo-san took the easy route ("I'm a Capcom producer, I have to win! Screw honour!") So it was Ken, Ryu, and Akuma against Paul's slightly more adventurous Yun, Maki, and Sakura squad. Paul fluffed two of Yun's Supers, and ate Ryu Shin Shoryukens as punishment. So it was left to Maki to defend his honour, and he did well to come back using mainly leg throws (Hayagake) and dashing tonfa strikes. Ryu disposed of, Sudo-san wheeled out Ken. Maki lasted seconds, and Sakura was quickly weakened by a beautifully timed Shinryuken. 2-0 Capcom.

"The Shoryukens were this big!" claimed the hairy cornflake

3 ROUND THREE: CHOOSE YOUR BEST!

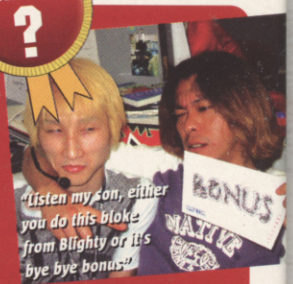


Tragedy strikes the heart of Capcom, as Sudo-san loses to Paul. Is he really upset, or wiping his eyes from too much boredom?!

Payback time! Paul invited Sudo-san to choose his best character, which happened to be Ken. So Paul chose Ryu to even things out a bit. The grand finale was a one-on-one, single round battle of wits and tempered technique. First thing both guys did was back off to safety, then it began! Paul dealed simple but effective Hadouken combos with Ryu, balancing things out against Sudo-san's hurting Super. The crucial moment came toward the end as Ryu, countered a Ken Shinruken with a Shoryuken (Dragon Punch). Paul managed to clinch it with a final Dragon Punch. Slow-mo, glorious victory!

THE FINAL RESULT: BEAT MY CHAMP!

WINNER ?



"Whatever happens now," said Sudo-san before the final, "you'll have to defeat our champion." So, on a high from achieving the impossible, Paul faced something impossible-er: Ryota Suzuki, age 22, Capcom's lead tester for Capcom Vs SNK 2. Sudo-san declared, "If he doesn't beat you, I won't pay him a bonus this year." Again it was Ken vs Ryu, Suzuki-san vs Davies, and it was a very close thing... but we'll keep it a secret whether the final challenger got his bonus or not!

All taunts translated by Capcom's resident interpreter Ben Judd

COME ON! HAVE IT!

We're waiting for a new breed of challenger, somebody who isn't shy of having their living room invaded by unhealthy lads whose job is to play videogames all day and therefore beat you at any game you care to name. Unless we send Paul that is, he'll probably lose – but only because he's old. And a bit senile. Anyway, invite CVG to your town for a challenge you'll never forget. Unless it's Paul.

HELLO, MY NAME IS: .....

BUT YOU MUST CALL ME..... [nickname]

AND I'M ..... [age]

I AM THE BEST AT: ..... [game name]

MY ADDRESS IS:.....

.....

DAYTIME TELEPHONE NO: .....

EVENING TELEPHONE NO: .....

EMAIL: .....

Send to: CVG Reader Challenge, CVG magazine, Dennis Publishing, 30 Cleveland Street, London W1T 4JD

computer and video Games

To find out all the details of where, when and how to enter visit **www.yugioh-card.com** or call **09001 600 200** to register

Yu-Gi-Oh! Worldwide Edition

Stairway to the Destined Duel

UK YU-GI-OH! CHAMPIONSHIP UNLEASHED ON THE UK

Battle the best of Britain and fly to New York to take on the world!

In July, at a venue to be announced, we will be searching for 2 global gaming heroes to represent the UK at the Yu-Gi-Oh! World Championships in the Big Apple.

If you are a master of Yu-Gi-Oh! Worldwide Edition on Game Boy Advance or prefer the skill of the Trading Card game get practising your duelling skills and you could be Yu-Gi-Oh! – King of games and win loads of fantastic prizes.

Anyone can enter and will be able to compete for amazing prizes outside of the main competition.

HOW TO ENTER

Places will be limited so keep checking **www.yugioh-card.com** to find out when and where the Championships will be held, or call **09001 600 200** to register.

Remember

Anyone is welcome to try and qualify, but if you already own the game and have a killer deck you'll have a definite advantage. If you don't have the game yet go and grab a couple of starter decks and get practising now. It's not too late to win a trip to **New York.**

ANSWER DESTINY'S CALL AND BECOME THE KING OF GAMES

FACTS FROM THE YU-GI-OH! UNIVERSE

- The toughest character in the Yu-Gi Oh! universe is Yugi. Never once defeated in a duel.
- Over 3.5 billion Yu-Gi-Oh! trading cards have been sold in Japan alone!
- Players in Japan have been honing their duelling skills since 1998!
- The most powerful card in the game is the Blue-Eye White Dragon. There are only three in the world.

Terms and Conditions

Calls cost 60p per minute at all times. Likely duration 2.5 minutes. Please ask bill payers' permission. Participants must carry a passport. Participants must have written consent from a guardian.

GET THE MOST OUT OF THE GAMES YOU'VE GOT

EXTENDED PLAY

Getting lost in London's mean streets in The Getaway? Shooting way off target in Metroid Prime? Consult our killer tips and *cheat* your way to glory! Practising's for wimps

MIDNIGHT CLUB 2

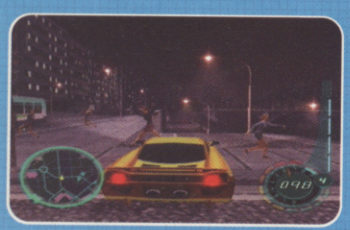
● **CHEAT MODE:** Highlight the Options Mode on the main menu. Press Down then press either direction until you get the cheat option. Press X and then enter one of the following codes.

LOCATIONS AND CARS IN ARCADE MODE:
rimbuk

GUNS AND ROCKETS IN ARCADE MODE:
savethekids (in arcade mode press L3 or R3 to use them)

UNLIMITED NITROUS IN ARCADE MODE:
greenLantern

LESS DAMAGE IN ARCADE MODE:
gladiator



ADJUST DIFFICULTY (0 IS EASIEST, 9 HARDEST):
Howhardcanitbe (0-9)

X-MEN 2 WOLVERINE'S REVENGE

Enter the following codes at the main menu. A sound will indicate correct entry.

● **LEVEL SELECT**
Triangle, Circle, Triangle, Square, Triangle, Circle, L1 + R1

● **ALL COSTUMES**
Triangle, Circle, Triangle, Square, Square, Square, L1 + L2

● **ALL CEREBRO FILES**
Triangle, Circle, Triangle, Square, Square, Square, R1 + R2

● **CHEATS OPTION**
Triangle, Triangle, Circle, Circle, Square, Square, Circle, Circle, L1 + R1 + L2 + R2

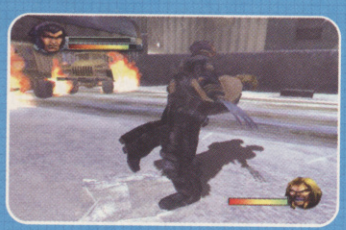
X-MEN 2: WOLVERINE'S REVENGE

● **LEVEL SELECT**
X, L, X, L, X, L, L, R

● **ALL COSTUMES**
X, L, X, L, X, X, L, R

● **ALL CEREBRO FILES**
X, L, X, L, X, X, R, L

● **CHEATS OPTION**
X, X, L, L, L, L, X, X, L



X-MEN 2: WOLVERINE'S REVENGE

● **LEVEL SELECT**
B, X, B, Y, B, X, L, R, Z

● **ALL COSTUMES**
B, X, B, Y, Y, Y, L, L, Z

● **ALL CEREBRO FILES**
B, X, B, Y, Y, Y, R, R, Z

● **CHEATS OPTION**
B, B, X, X, Y, Y, X, X, L, L, R, R, Z

GODZILLA DESTROY ALL MONSTERS MELEE

At the main menu. Press L and hold it, then press and hold B, then press and hold R. Now press B, R, L. This enables cheat mode. Thanks to Sami for this one.

INDIANA JONES AND THE EMPEROR'S TOMB

Here's the second half of artifact locations we started last month.

● **PENG LAI MOUNTAINS**

THE HIGH ROAD TO PENG LAI (ZHAO MO RHYTON) :
ARTIFACT 16: Press the switch in the office at the start. Climb the boxes to the next level. Drop into the other open hatch and break the wooden box.

THE INFILTRATION (GUI JIAN SCROLL):
ARTIFACT 17: In a box right next to the cave in the gondala station.

THE AIRBASE (CHANGAN STONE):
ARTIFACT 18: In a box on the metal walkway before the exit door.

● **BLACK DRAGON FORTRESS**

THE BLACK DRAGON FORTRESS (MASK OF CAMBALUC):
ARTIFACT 19: After swinging through a wall on your way up the side look behind and jump onto the vines. Climb up to a secret room.

CALL TO BATTLE (QI MARBLE STELA):
ARTIFACT 20: In a glass case on the main steps at the start. Shoot the glass in first person view.

THE TOWER OF STORMS (YUAN XIANG):
ARTIFACT 21: Jump off the lift half way up to enter a secret room.

● **TEMPLE OF KONG TIEN**

DESCENT INTO DARKNESS (YUYAO PAN):
ARTIFACT 22: Use your whip to grab a hanging light at the end of the third slope and crash through the wall.

THE CATACOMBS (LIAONING MIANJIN):
ARTIFACT 23: Leave the Ching puzzle room and go through the corridor. In the square room before going up examine the tomb on the right.

THE DRAGONS CLAW (HENAN BEI):
ARTIFACT 24: Step on all the blue marks on the bridge to open a tomb near the end of the level. You can get the artifact just before going through the double doors with dragon statues on either side.

● **THE EMPEROR'S TOMB**

TOMB OF THE FIRST EMPEROR (SHANG STATUETTE):
ARTIFACT 25: Drop down to a ledge halfway through the lightning ball trail.

THE PATH OF UNSEEN PERIL (QIN LAWBOOK):
ARTIFACT 26: In the last room before you kill everyone explore the arches on the right wall.

THE BELLS OF THE DEAD (JADE LIUBO BOARD):
ARTIFACT 27: Equip the mirror in the corridor immediately before the bell room and search the sides for an invisible ladder. The artifact is at the top.

YOUR BEST TIPS

If you've got a star-quality tip that you want to share, or if you'd like our resident expert Barny to answer a query, send it into us at:

CVGTIPS@DENNIS.CO.UK

CVG TIPS,
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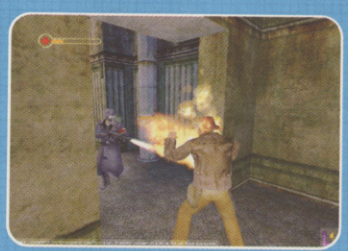
DENNIS PUBLISHING,
30 CLEVELAND STREET,
LONDON W1T 4JD

● **THE NETHERWOLRD**

THE PILLARS OF THE UNDERWORLD (HALBERD PLATE, GAO BURIAL MASK):
ARTIFACT 28: Before spinning the last five pillars check the start of the platform for a ledge running round the outside.
ARTIFACT 29: Before spinning the last five pillars, whip over to the platform back on the left.

THE HEART OF THE DRAGON (SHI HUANGOI CONG):
ARTIFACT 30: After negotiating the fading steps, it's on the right.



TENCHU 3: WRATH OF HEAVEN

Being a ninja is far from easy these days. And if you're having problems in either single or multiplayer, here's some help.

● **ALL MULTIPLAYER MISSIONS**
At the mission select screen in multiplayer tap in L1, R1, L2, R2, Right, Square, L3, R3.

● **SPECIAL ABILITIES**
Pause the game and hold L1 + L2 then press Up, Up, Down, Down. Let go of L1 + L2 and press Square, Square, R1, R2.

● **ALL MISSION LAYOUTS**
At the mission select screen press R3, L3, R2, L2, R1, L1.

● **INCREASE ITEMS**
At the item select screen hold R2 + L2 then press Square, Square, Square, Up, Left, Down, Right.

● **UNLIMITED ITEM CAPACITY**
At the item select screen hold down L1 + L2 + R1 + R2 then press Square, Square, Square, Up, Left, Down, Right, Square, Up, Right, Down, Left.

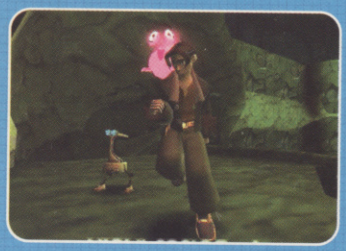
● **SHOW SCORE AND TIME**
Pause the game and press Right, Right, Left, Left on controller two.
● **INCREASE SCORE**
Pause the game then hold L1 + R1 and tap in Right, Right, Left, Left on controller two.

STATE OF EMERGENCY

Enter the following codes during gameplay.
● **INVINCIBILITY**
White, L1, Black, R1, A
● **UNLIMITED TIME IN KAOS**
White, L1, Black, R1, Y
● **UNLIMITED AMMO**
White, L1, Black, R1, Y
● **PISTOL**
Left, Right, Down, White, Y
● **TAZER**
Left, Right, Down, White, B
● **PEPPER SPRAY**
Left, Right, Down, White, X
● **TEAR GAS GUN**
Left, Right, Down, White, A
● **SHOTGUN**
Left, Right, Down, L, Y
● **MINIGUN**
Left, Right, Down, Black, Y
● **FLAME-THROWER**
Left, Right, Down, Black, B
● **GRENADE LAUNCHER**
Left, Right, Down, Black, X
● **ROCKET LAUNCHER**
Left, Right, Down, Black, X
● **AK47**
Left, Right, Down, R1, Y
● **M16**
Left, Right, Down, R1, B
● **GRENADE**
Left, Right, Down, R1, X
● **SKIP CURRENT MISSION**
Left, Left, Left, Left, Y
● **MOLOTOV COCKTAIL**
Left, Right, Down, R1, A
● **ALL PUNCHES DECAPITATE FOES**
White, L1, Black, R1, X
● **SHRINK**
Black, R1, White, L1, A
● **BECOME HUGE**
Black, R1, White, L1, Y
● **GO BACK TO NORMAL SIZE**
Black, R1, White, L1, B
● **LOOTING ON RISE**
Black, White, R1, L1, Y
● **UNLOCK BULL**
Right, Right, Right, Right, A
● **UNLOCK FREAK**
Right, Right, Right, Right, B
● **UNLOCK SPANKY**
Right, Right, Right, Right, Y

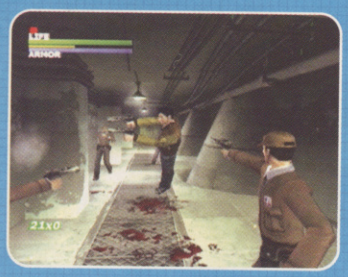
TREASURE PLANET

Input the following codes at the game's main menu.
● **ALL LEVELS**
R2, Left, Right, R1, L1, Up, Down, L2
● **FMVS**
Right, O, Square, Square, R1, R2, Left, L2
● **INVINCIBILITY**
L2, Square, L1, O, R2, Square, L1, O



DEAD TO RIGHTS

Enter the following codes at the game's main menu.
● **DOUBLE HANDGUNS**
Hold L + R, press Y, X, Up, Up, Up
● **INFINITE AMMO**
Hold L + R, press Up, Left, Down, Right, X
● **UNLOCK ALL LEVELS AND MOVIES**
Hold L + R, press Down, Left, Down, Y, Down
● **ARMOUR**
Hold L + R, press Up, Up, Up, B, Down
● **INFINITE SHOTGUN**
Hold L + R, press Right, X, X, X, B
● **UNLOCKS ALL DISARM MOTIONS**
Hold L + R, press B, B, X, X, Right
● **ONE HIT KILL**
Hold L + R, press Down, X, Left, Left, Left
● **BANG BANG CHEAT**
Hold L + R, press X, Y, B, X, Right
● **NO CURSOR**
Hold L + R, press Up, Up, Down, Down, Up
● **HARD BOILED DIFFICULTY**
Hold L + R, press Y, B, Left, Left, X
● **DUAL GUNCONS**
Hold L + R, press Y, X, Up, Up, Up
● **STRONGER MÊLÉE**
Hold L + R, press Y, X, X, X, Left
● **DOUBLE MÊLÉE DAMAGE**
Hold L + R, press X, X, Up, Up, B
● **ENEMIES UNARMED**
Hold L + R, press Right, B, Left, X, Y
● **INVISIBLE JACK**
Hold L + R, press Y, Y, Up, Up, Y



REALLY STUCK?

Absolutely stumped on a game? Ridiculed by your mates? There is hope:

THE COMPUTER AND VIDEO GAMES TIPS HELPLINE.
0906 466 4659

Open seven days a week, 8am-11pm. On the very rare occasion that they can't help, your query will be passed on to a support team, who guarantees to find you an answer within 24 hours.
Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In case of problems, please call Customer Services on 0870 800 6155.

BARNY'S PROBLEM CORNER

Is your brow furrowing into a deep crease? Allow Barny to sort out all your problems. Although he's not much cop at girl questions

PRISONER OF WAR

Q. Help, I'm stuck on the second camp on Prisoner Of War. I've done everything except the last bit where I am meant to escape. I've been going different ways but I always get spotted so please suggest an easy way to get through it.
Jake, London

A. *At lights-out disguise yourself as a German and climb the west fence. Go down the throughway, avoid the lights and climb into the exercise area. Next climb into the mess hall compound and go over the back wall to the administration area. From here get over the wall into a small area to the west and avoid the searchlights. Examine the wall to find a gap and crawl into the vehicle compound. Avoid the guards and searchlights and get to the bush in the northern corner. Look around for a crowbar and take it to the middle door of the long hut to force it open. Go inside and enter the tunnel.*

STAR WARS BOUNTY HUNTER

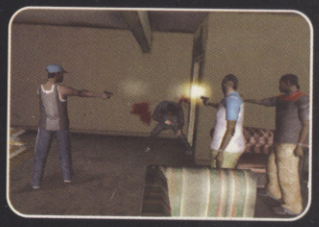
Q. I'm at the Gardulla's Palace level and I've been captured and have no weapons. I keep getting killed while looking for weapons so where are they hiding?
Darren, via email

A. *Cut your way through the grate in the arena bit. From here you should just run. Trying to kick people to death when they're fully armed is suicide. Head left and drop down, ignore the guards. Run through the tunnel and then enter the room on the left where you will find your weapons. Equip them and start blasting.*

MEDAL OF HONOR: FRONTLINE

Q. At the beginning of Arnhem Knights there's this big battle where a tank crashes through a wall. It always kills me. I've unloaded all my ammo into but it never seems to be damaged and it kills me if I try to run past it so can you please give me hand?
Lee Smith, Manchester

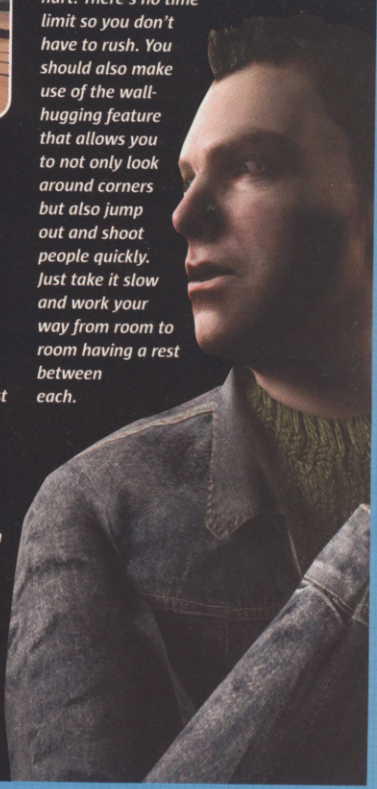
A. *The trick to killing the tank makes no sense whatsoever but it's really easy. Near where it comes through the wall is a mounted machine gun. Run up and get hold of this before the tank bursts into view. Kill as many Germans as you can see then as soon as the tank appears spray it with machine gun fire and it'll blow up in no time. Makes no sense but it works.*



THE GETAWAY

Q. I'm at the Yardie House in the Cowgirl and the Cash mission of the The Getaway. The problem is that I keep getting killed all the time. Can you send me a walkthrough for this game so that I can finish it off quickly because I borrowed it off a mate and he wants it back soon.
Anon, via email

A. *Sorry, no space for a walkthrough. Here are a few tips to get you through the mission you're stuck on. First make sure you lean against the wall to recover your health whenever you get hurt. There's no time limit so you don't have to rush. You should also make use of the wall-hugging feature that allows you to not only look around corners but also jump out and shoot people quickly. Just take it slow and work your way from room to room having a rest between each.*



X-MEN 2 WOLVERINE'S REVENGE PLAYER'S GUIDE

Barny shows you where to find all the extra costumes and Cerebro files and how to beat the bosses. Start growing the facial hair now...

CEREBRO FILES

1. ACT 1: BELOW GROUND
Once you've got past the explosives in the tunnel after the fire, go left into a tunnel just before the room with Sabretooth. Inside the cave is the Wolverine Cerebro file.

2. ACT 1: BELOW GROUND
After the gas chamber, smash through the silver door on the left and climb the ladder to get on top of the small room. Here you'll find the Department H: Weapon X Cerebro file.

3. ACT 1: RUNT OF THE LITTER
Beat Sabretooth at the start of the level to get his Cerebro file.

4. ACT 1: RUNT OF THE LITTER
Before you finish the level examine the inside of the control booth up the steps on the left.

5. ACT 2: WENDIGO'S CAVE
Beat Wendigo to get hold of his file.

6. ACT 3: SURPRISE
Beat Sabretooth again to get the Cerebro file about the Void.

7. ACT 4: THE LION'S DEN
Press the switch at the start and run through to the next room. Climb the ladder in the far corner and you will see the Cerebro file on the balcony. This contains information about Colossus.

8. ACT 4: INFERNO
In the first large corridor climb the ladder on the left-hand wall and run around the walkway to the end, where you can get Omega Red's Cerebro file.

9. ACT 4: INFERNO
In the fire section go left at the first junction. Smash all the crates on the right-hand side of the corridor (even the ones in the fire). One of the crates contains the Cerebro file on Dr Cornelius.

10. ACT 4: INFERNO
In the fire section go right at the first junction. Smash the crate on the wall to get the Cerebro file on Carol Hines.

11. ACT 4: LOCOMOTION
Beat Juggernaut to get his Cerebro file.

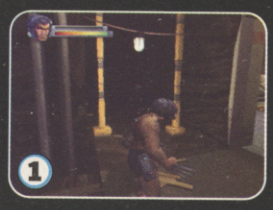
12. ACT 5: MAGNETIC PULL
In the small office right next to where you start is the Cerebro file for May Deuce.

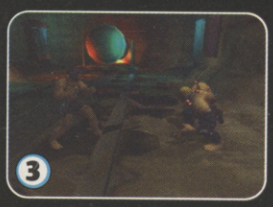
13. ACT 5: OPPOSITES ATTRACT
Beat Magneto to get his Cerebro file.

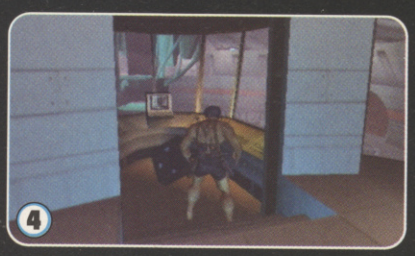
14. ACT 6: DEATH STRIKES
After you beat Lady Deathstrike at the start, climb the ladder to get the Cerebro File on Mr Sinister.

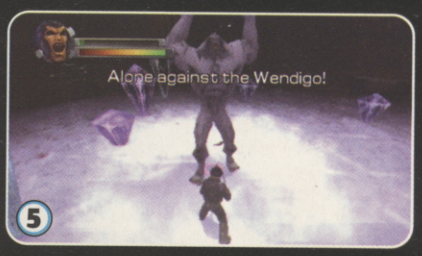
15. ACT 6: DEATH STRIKES
Smash the four boxes with red lights to deactivate a fence then slash through it and drop down. To the side is the Cerebro file on Apocalypse.

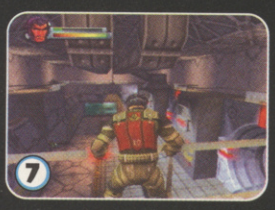
16. ACT 6: DEATH STRIKES
Defeat Lady Deathstrike in order to get hold of her Cerebro file.

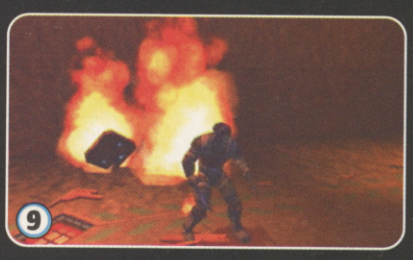


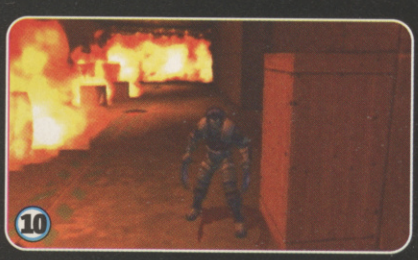


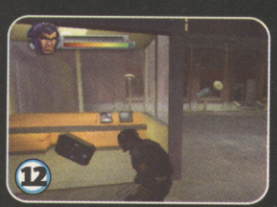












COMICS

1. ACT 1: WEAPON X
Use your senses to get across the minefield. Kill the guards in the room afterwards and then slash through the brick wall to get the comic unlocking the Ultimate X-Men costume.

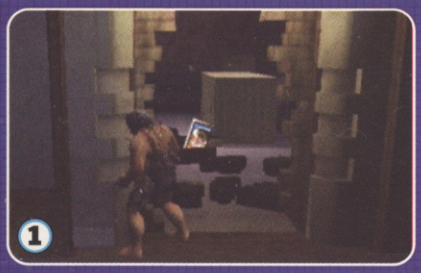
2. ACT 1: BELOW GROUND
When you reach the burning truck, make a dash through the fire to get behind it. This unlocks the Patch costume.

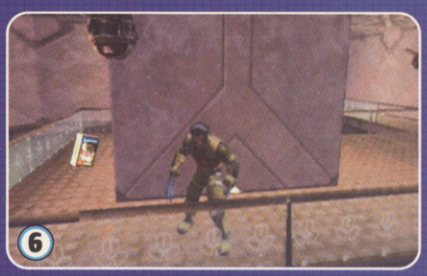
3. ACT 2: CRASH SITE
After you power up the massive doors, go through and down the tunnel. In the first large room climb the steps on the right and leap across the gap in the walkway. Go to the end and smash the barrel to enter another room. Inside is the comic with the Classic Orange Tan costume.

4. ACT 2: THE LURKING HORROR
From the start run up the ramp ahead and go left into a second room containing bunks. Smash the barrel in here to reveal a secret room with a comic inside. This unlocks the Classic Yellow Blue costume.

5. ACT 3: GHOSTS OF THE PAST
After opening all the doors in the level, run round to the large observation room. Before meeting with the scientist, jump down to the lower part where you will find a comic that unlocks the X-2 Movie costume.

6. ACT 4: SECURITY ALERT
Climb the ladder in the corner of the first room. Go around the large square pillar on the left to find the comic to unlock Alex Ross's costume.





BOSS FIGHTS

SABRETOOTH (FIRST TIME)
Attack him head on and take a chance that your health bar will last the length of the fight, or take your time by blocking and dodging his attacks. When you get the chance, try rolling behind him and using the strike option. You need to keep hurting him until his health is nearly depleted. When it gets low he will start regenerating quickly, making it impossible to get a straight win.

A large gas tank will appear at one end. To defeat Sabretooth you must force him into it three times by throwing him or getting behind him and using the strike option to fling him towards it. After the third time he will keel over. Finish him off!

WENDIGO
No matter how skillful you are, if you make a mistake you'll end up over the edge and instantly dead. To beat Wendigo do not lock on to it. Instead run around the middle of the platform. Avoid Wendigo's attacks and wait until it starts chasing you. Run around trying to position as many stalactites between you and it. Get it to run into three of these in a row and it will slide over on its ass and be dazed for about five seconds. Run behind it, whack it and then grab its tail and throw it over the edge. Do this until it has no health left and it will stand still, and you can get in the final strike.

SABRETOOTH (SECOND TIME)
For the first part of the fight you should battle him normally. After Sabretooth's health gets low he will jump among the flaming trucks and pick up a barrel. Position Wolverine so that he is facing Sabretooth. When Sabretooth chucks a barrel at you, punch it back at him (retract claws first) and it should either hit him or explode near him. Either way his health will be depleted. Repeat this until his health bar is almost gone. He will change tactics. When he leaps high in the air look for a green mark on the floor. Get on it and use the strike option to finish him off. This is tricky and will probably take you a few tries.

JUGGERNAUT
The first part of this fight is relatively simple. Stand as close to one of the electrical currents as you can and let Juggernaut charge at you. Move out of the way at the last moment so that Juggernaut gets a dose of electricity. He will be thrown into the middle of the arena where you should be waiting for him (trying to avoid the gas). When he lands hit him twice and then use the strike option to cause Juggernaut damage.

Keep doing this to wear him down. He will change tactics and start unleashing waves of energy at you. Jump over the low ones and duck under the high ones. Between doing this he will resume his charging tactic, so keep hurting him. Eventually Colossus will enter the fray. Stand in front of him to perform the final strike.

MAGNETO
You are in a large factory area. Magneto has a few attacks that are all difficult to avoid so you might want to go for a quick kill and hope your health bar lasts long enough. Avoid his attacks while staying as close to the magnet on the far side as you can.

You should keep you claws in to preserve as much health as you can. When you see Magneto heading towards the magnet, chase after him. While he is recharging run up and start slashing at him. If you got there the moment he started recharging, you might be able to finish him off in one go. If not, run off and hide. You can cause more damage to him by running around the walkways and waiting for him to stop. When he does, leap off the walkway towards him and if you connect, you should bring him down and do some damage. Repeat a few times to finish him off.

LADY DEATHSTRIKE
The first part is easy. Attack Lady Deathstrike face on. After a few hits she'll get dizzy, allowing you to perform a strike. Do this three times to daze her. This is your opportunity to climb the ladder to the second area.

Slash and destroy three boxes with red lights. Before breaking the fourth box, you should take some time to attack Lady Deathstrike to lower her health so that the next part of the fight is easier. Destroy the last box to disable the electric fence and slash through it to the next area. You should not attack her in this area.

Jump over her attacks and watch the electric poles. When an electric current passes through one of them you need to strike it but you must be facing Lady Deathstrike in order to make the charge hit her. Do this until she falls over.

Use this tactic to open the gate afterwards and run up to the last pad. Retract your claws. Get Lady Deathstrike near the edge and then start punching her until she gets very close to the edge where you can perform the final strike to complete the game.

MIDNIGHT CLUB II PLAYER'S GUIDE

Fancy a spot of street racing, but don't want to drive around in a random and meaningless way? Barny gets his maps out, so you don't get lost in the dark

LOS ANGELES

MOSES

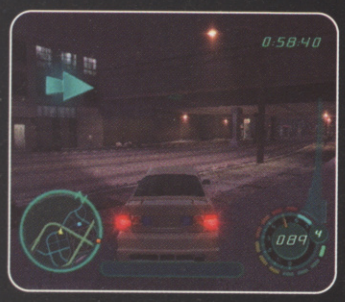
RACE 1: This is easy – just drive from checkpoint to checkpoint. You don't have to drive through them; just get close enough to hit them.

RACE 2: Ignore the police and follow Moses onto the motorway. Overtake him and get to the end first. You win the Citi.

STEVEN

RACE 1: Drive the Citi. Follow the arrow to the second checkpoint and take a sharp left into an alley. You can drive straight through the next couple of checkpoints this way.

RACE 2: Go straight at the start and use your nitrous. Before going through the last checkpoint make sure you're heading in the direction of the finish (check your map) so you don't have to stop and turn around. You win the Emu.



MARIA

RACE 1: Use the Emu. Stay with the pack. When you start going down an off ramp for the second time, a truck will cross your path. Either slow down or zoom underneath it.

RACE 2: Keep up with Maria. When you approach the first police roadblock, drive through it and head straight down the tunnel ahead. It leads directly to the next checkpoint. You win the Torrida.

GINA

RACE 1: Use the Torrida and save your nitrous until you hit a long straight. Shortly after this look for a short cut through a building and you should win the race easily.

RACE 2: Use the Citi and boost at the start. With a bit of luck you can knock all the bikers off and get a decent lead. Once in front you should be able to knock over any biker that tries to overtake. You win the Cohete bike.

RACE 3: Drive the Torrida. Stay with the group and use the slipstream to get ahead on the highway. Once in the lead, stay near the front. Otherwise use your nitrous to get ahead at the end. Make sure you take the jump right before the final checkpoint. You win a Citi Turbo.

ANGEL

RACE 1: Use the Citi Turbo and follow Angel. Stay behind him as he knows the best route, then at the end use your nitrous to nip past to the finish.

RACE 2: Drive the Citi Turbo. Slipstream past then drive to the end. Use your nitrous as you climb the embankment towards the red checkpoint and you should fly through it.

RACE 3: In the Citi Turbo follow Angel at the start. As soon as you cross the second bridge, slipstream in front and stay ahead until you have to U-turn. After turning round, nitrous along the straight and drive through the buildings at the end. You win the Inferna.

HECTOR

RACE 1: Use the Torrida and ignore Hector. Drive towards the dry canal and use it as a short cut to get past Hector. In between you and the finish you should see a long straight road (check your map). Use your nitrous here to lose the cops. Get to the end before Hector.

RACE 2: Do the set of three on the left across the bridge first, then swing up to the nearest set. Use your nitrous on the long straight road to get to a third, then come round for the set by the dry canal. Do the checkpoints on the other side of this last.

RACE 3: Make sure you're driving the Inferna. This is hard and there are no tricks to winning. Just keep up with the pack, slipstream whenever you can, and use your nitrous to boost over a jump at the end (right after crossing the bridge) to hit the finish. You win the Monstruo.

DICE

RACE 1: This is a long fast race so be careful not to damage your vehicle. Use the Inferna and slipstream to the front of the pack. Just stay up front and don't blow up.

RACE 2: This is another long race. Use either the Inferna or the Monstruo. Pick a rival and follow him to find the easiest way to go. Use slipstreams and your nitrous near the end. You win the Jersey XS and a trip to Paris.

PARIS

BLOG

RACE 1: Use the Jersey and just avoid the traffic. This will seem easy after the last lot.

RACE 2: This is a crazy race. You will be doing a lot of tight turns and mad jumps so choose something with handling like the Citi Turbo. Just get ahead and stay ahead. Once you've learnt the course it's quite easy. You win the Boost.

JEWEL AND JULIE

RACE 1: The checkpoints form a circle, so pick one side and just race around. Avoid the other cars when they come towards you, and this should be pretty easy.

RACE 2: Make sure you stay clear of the other racers. Look to take a grey ramp on the left leading into a building (you went through it in a previous race). This will allow you to take a massive short cut – then all you need to do is stay ahead to the end. You win the Bryanston V.

PRIMO

RACE 1: Use the Bryanston V. The checkpoints form a rough circle. Go straight at the start and head right after clearing Notre Dame, then follow the route.
RACE 2: This is hard. Stay with the pack until you see the last checkpoint on the map then use your nitrous to get to the end first. You win the Schneller V8.

IAN

RACE 1: Use your new car. Stay near the front. Right before the end you will see a giant glass pyramid. Use a nitrous to go over it and fly through the finish.
RACE 2: This is long and difficult. If you wipe out near the start, just keep going as you'll easily catch up. Save your nitrous for near the end as usual. You win the Fripon X.
RACE 3: You're racing against bikes here, so make sure you knock them over at every opportunity. You win the Monsoni.

STEPHANE

RACE 1: This is easy. Follow Stephane and boost past him at the end. Save one boost to reach the finish point before cars from the other direction.
RACE 2: Use the Fripon X for this race. Save a nitrous for the glass pyramid and another for near the end. You win the Alarde.

FARID

RACE 1: Use the Fripon X again. Stay ahead of Farid. When you reach Notre Dame go round to the right. Save a nitrous for the barge near the end.
RACE 2: Reverse into the tunnels behind you to find another way out and drive to the checkpoint without being seen by any more police. You win the Stadt.
RACE 3: Stay with the Fripon X. Keep right behind your rival. After making the final jump to land on the river bridge, you can take a short cut through a tunnel on the right to get to the finish first. You win the Victory.

PARFAIT

RACE 1: Again, this is long and hard. Make sure you go straight at the back of Notre Dame and go over the barge. Approach Sacre Coeur (white church on hilltop) from the front to be in the right direction for the trip back, and save your nitrous for the end.
RACE 2: This is unfair as they all have three boosts and faster cars. Use the Stadt as there's heavy traffic and it spins less easily than your rivals. Keep both boosts to use at the end. You win the triple nitrous Modo Prego.

TOKYO

SHING

RACE 1: Use the Modo Prego. Take the first right on the bridge then follow the ramp on the left – you can just about touch the first checkpoint from here. Follow the off ramp and the rest is easy.
RACE 2: When you get onto the flyover bridge there's a gap on the left you can take to the next checkpoint. You win the Lusso XT.
RACE 3: Change to the Lusso XT. There are two massive jumps in this race so save some nitrous for those. You win the RSMC 15 and unlock Tokyo.

HALEY

RACE 1: You can't afford to make any mistakes from now on (restart if you have an accident). Do the group straight ahead first then head for the next group on the right. Take the checkpoint in the garden last, and go straight through the gap to the group on the overpass. Then head to the tunnel.
RACE 2: It's so foggy that your only hope is to follow a rival and boost when you get near the end. You win the Saikou.

RICKY

RACE 1: This is a lot simpler if you're using the Saikou. Learn the route and use your boost to get ahead on the straights in the middle of the race.
RACE 2: This is one of the easier races in Tokyo. Use the Saikou and learn the route. You win the Vortex 5.

ZEN

RACE 1: If you're using the Vortex 5 and use a nitrous at the start to knock over some of the bikes in front, you'll win easily.
RACE 2: Knock the bikes over and gain a decent lead. Save a nitrous for a big jump at the end and use the other two for the motorway sections. To get through the wrong way section try slowing down. You win the Nousagi.

NIKKO

RACE 1: This is very hard due to the slippery roads. It's one of those races where random factors will determine if you win or lose. Save a nitrous for the jump at the end as this is an easy way to overtake a couple of cars.
RACE 2: Use the fastest car that you have in your possession. If you manage to get through the whole race without crashing, you'll win it. You get the Knight.

KENICHI

RACE 1: Save a nitrous for the river jump (if you use two you can land on the motorway above) and then re-cross the bridge. At the end you'll have difficulty navigating the tight alleys, so try a few times until you find the best route.
RACE 2: Just touch each of the other cars once in the time limit.
RACE 3: Drive the Knight. The checkpoints are all easy to get to except for the last one where you need to go right of a red brick building. You win the Saikou X5.

MAKOTO

RACE 1: As soon as you start, head right over the grass and onto the road. This leads to a tunnel. Go through it, and on the other side are some major roads that will quickly take you to the first jump.
RACE 2: As it's raining you'll want the Knight. This is a long race so take care of your vehicle. You win the Torque JX and unlock the World Champion, which is as good as it gets.

SILENT HILL 3 PLAYER'S GUIDE

Barny knows his way through the dark world of Silent Hill. So stick close in this trek through the highlights of Normal Mode.

1 SUBWAY

Go through the only door you can in the subway and examine the newspaper on the ticket machine. Go through the ticket barrier and find the Subway Map on the wall. Go down one level to a save point. Go down the left set of steps (to platform four) and find the occult magazine (read it). Run down to the platform for a cutscene and some health items. Stay off the tracks. Go back up and head to platform one. Walk down the steps. On one side is a Nutcracker. Backtrack up and examine the gate leading to platform two. Use the Nutcracker to open it. Go down and get the Shotgun in the train. Go down another level. Run down to platform three and unlock the gate. Go back and look for a red door at the end of a platform. Jump down and try to open it, then quickly get back onto the platform. Go through the gate you unlocked, up the stairs then straight down to the end of the train. Run through the train until you get a cutscene.

Use your map to find out where you're going, as it all looks the same

Stay off the tracks. If a train comes it's instant death

These tunnels are full of these odd-looking things. They're weak so don't waste ammo on them

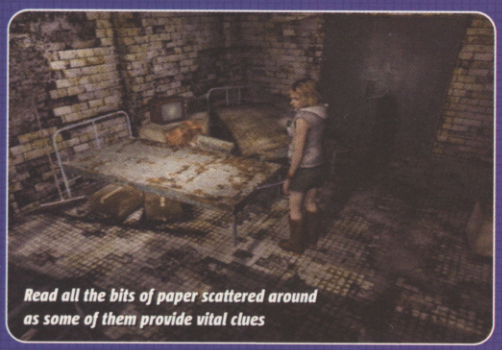
It's a good idea to try and cross this bridge before you electrocute the monster

2 UNDERPASS

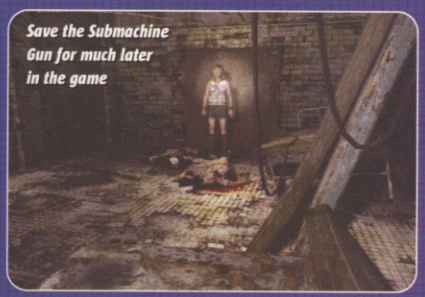
Save when you get off the train. Follow the route through the concrete tunnels until you reach a crossroads. Go through a blue door into a brick tunnel. Follow this to a room that contains the Maul and a map. Pass through this room and head down the tunnel, then go through the door on the right to get some supplies and a Wine Bottle. Go back and through the big door and follow the tunnels until you reach two small rooms. In one you can fill the Wine Bottle with kerosene to make the Oil-Filled Bottle. You can save here too. Go to the other small room and fill the machine with the Oil-Filled Bottle then press the switch. Climb down the ladder. Go through to the waterway and follow it to a blue door. Go in and through to the garbage room where you can find a Dryer. Go back to the waterway and through the big door. Open the blue door in the next tunnel and read the notes in the small room and save. Open the metal door and use the Dryer on the wall socket to fry the thing in the water. Cross the little bridge and enter the next room. Now you can go through the door at the end of the thin tunnel that leads to a new area.

3 BROOKHAVEN HOSPITAL

Switch your lamp on first. Enter the room in front of you. Get the Hospital map from the table and save. Go to the Visiting Room and read the note, then go to the Doctors' Lounge. Read the note and then go to C4. Read the note on the bed then examine the wall. Go to the elevator next to the Doctors' Lounge. Go to 2F and run down the hall where you will find a memo stuck to the wall at the end (it's a clue). Go to the Women's Locker Room and get the Nail Polish Remover and Perfume. Return to the memo and use it to work out the code on the door next to it. Go through and enter Examining Room 3. Look at the body for a clue and read the notes on the desk. Go to M4 and look at the note on the bed. Have a look at the time on the alarm clock (switch it off). Use the tattoo body clue and the clock time to work out the code to open the case and get the Instant Camera. Go to C4 and use the Nail Polish Remover to get the Stairwell Key off the wall. Head through the door it opens. Go to the top of the stairs for another letter. Go to 3F and enter the last cell in the Special Treatment Room for another letter. You should also read a memo on the wall. Enter the Store Room, save and read the letter. Head to BF. Run round the corner and get the Submachine Gun. Use the Instant Camera by the bloodstain in the Store Room to get a picture with a number on. This unlocks the security door on 3F. Go through this door and read the magazine in S1. In S7 is another letter. Answer the phone in S12 for a cutscene. Go to 2F and open the door that has appeared at the end of the hall. Follow the tunnels to a save point and examine it. Go through, climb the ladder. This leads back into a weird version of the hospital.

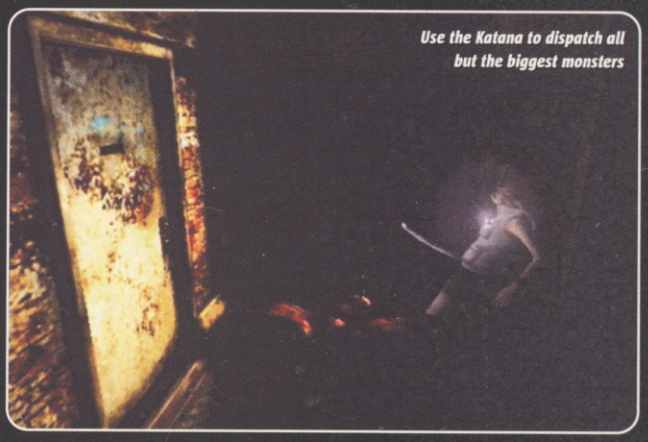


Read all the bits of paper scattered around as some of them provide vital clues

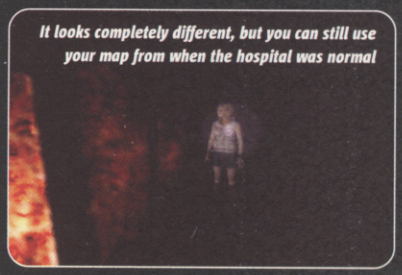


Save the Submachine Gun for much later in the game

4 ALTERNATIVE HOSPITAL



Use the Katana to dispatch all but the biggest monsters



It looks completely different, but you can still use your map from when the hospital was normal

Run along the corridor, you can save in S3. Go through the Day Room and go in the elevator. Go to 2F and enter the Men's Locker Room and answer the phone in a locker. Now enter the Women's Locker Room and get a Plastic Bag from the bin. Go to 1F and enter the room next to the Day Room. Read the note on the floor. Go back out and round to the Examination Room. Read the memo and save. Use the elevator to reach the lowest floor (not on the map). Look at the picture on the wall. You should just about be able to see some numerals scratched on it. Also in this room are some beds with bodies on – each has a number at the end. The picture indicates the order you put these numbers into the lock next to the picture. Open it to get the Cremated Key. Go to 1F and use the key to access the Day Room via the door opposite the Kitchen. Enter C1 and read the note. Go to C4 and read the book then save. Go to 3F and use the Plastic Bag in Examining Room 4 by the bucket to get the Plastic Bag (with blood). Go back to C4 and use the Plastic Bag (with Blood) by the altar. Climb down and kill the boss using guns or if you've got lots of health use the Katana. You get the Talisman. Leave the hospital and return to your motel room for a cutscene. Follow the road as indicated on your map.

5 AMUSEMENT PARK

Go through the door to a circular area. Go through a door to the Souvenir Shop and look around. You'll find a save point. Next to it is the Roller Coaster Key. Go out and through the door at the end. Head into the park and climb the stairs. Open the door at the top and press the switch to turn off the Roller Coaster. Go out and onto the tracks and follow them as far as you can. Heather will jump off when the coaster comes. After the cutscene go through the door and save. Go through to the haunted mansion. After taking the false exit remember to run. Go through, once back outside go through the gate. Go to the stage area and get a Red Shoe from the stage and a Chain from the seating. Go back to where there is a merry-go-round-type ride. Attach the Chain to the column in the middle and then to the gate nearby. Go into the control booth and switch it on. Go through the gate for a long cutscene. Head through another gate and then into the red/pink door. Read the book on the chair to get Douglas's Notebook. Get the Doll Head from the second half of the room and save. Go out and into the other door. Look at the photos on the ground. Use the Red Shoe next to the Cinderella's feet and the Doll Head next to Snow White. Go through the left door and then back outside. Read the note on the booth. Go through another gate and get on the ride. Kill all the horses with your sword and read the note on the one that was already dead. Kill your evil self four times then examine the body before reading the red writing on the floor. Now get off the ride and run to the end of the tunnel. In the next tunnel read the marks on the wall and go up the steps. Read the note on the door and open it.

This is the same place you started the game. This time, though, it's not a dream, it's real...

There are a lot of monsters here so proceed with caution

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REVIEWS

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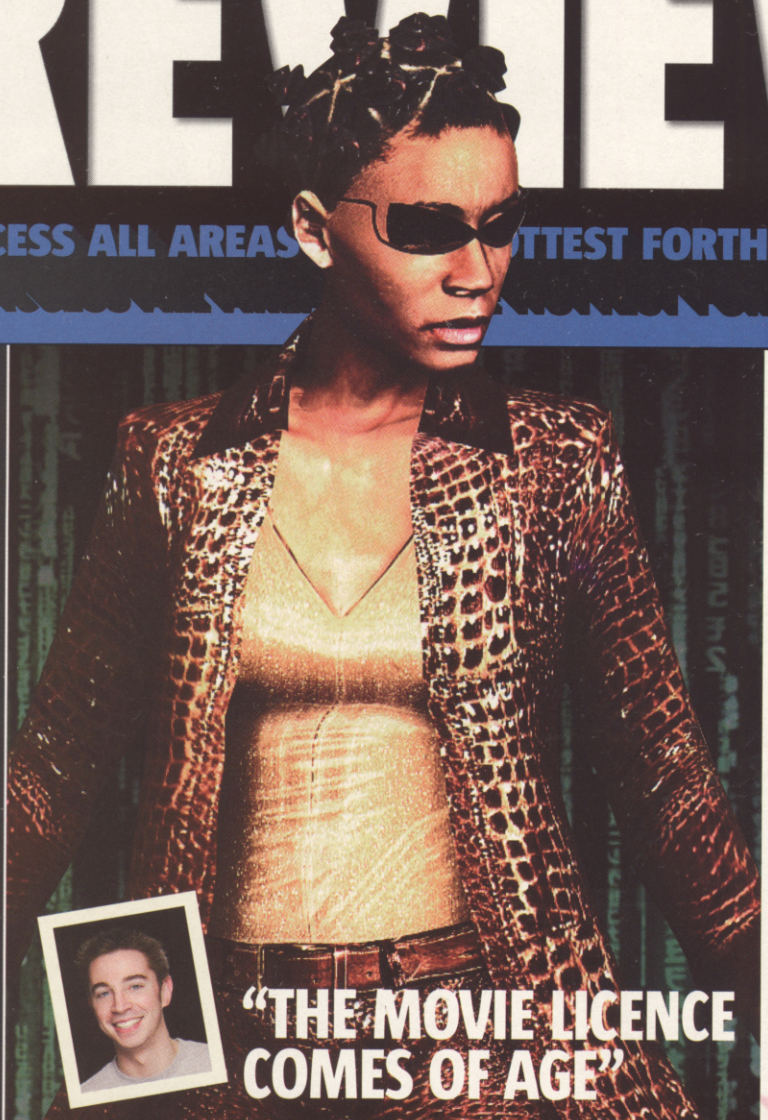

CVG EXPERT REVIEWERS

Prepared to go to extreme lengths for the cause, here are this month's reviewers...

Lee Skittrell
RPG/ACTION EXPERT
Lee has taken to suggestively wiggling his GBA link cable at people in the street in the hope they'll want to trade Pokémon. So far though he's only received two black eyes and a Magikarp. Boo!

Mike Cooper
STEALTH/SPORTS JEDI
He loved playing SOCOM online with the Danes until he translated what they kept calling him over the headset. Turns out 'abe endetarmsåbning' means 'monkey anus'. So much for European unity, eh?

Paul Davies
FIGHTER/RPG MASTER
Paul will not stop playing Pokémon until every last one has been snaffled into his bulging Pokédex. In fact, he's been working his GBA so hard that the screen has broken. That's hardcore, folks.

Maura Sutton
ACTION/RPG GURU
She reviewed the game, watched the movie and even met the stars at a special Matrix event. It all proved too much for Maura who will now only interact with us if we go Bullet Time.

Paul Anglin
ACTION/SHOOTER MASTER
For real Wolfenstein review authenticity, Paul fashioned himself a rather curious outfit that's part SS uniform, part rotting zombie flesh and part leather-clad Frau. Nice!

"THE MOVIE LICENCE COMES OF AGE"

We waited, we doubted, we even had our man in the US report back that it might not be much cop. Now, finally, we know just how far the rabbit hole goes. Enter The Matrix – arguably the most important movie tie-in in history – is here and (mostly) kicking ass. Ignoring the occasional pedestrian parts, when Enter The Matrix gets it right, it does so with slow-mo bullet-dodging aplomb. Like EA's Lord Of The Rings and the Harry Potter games, ETM succeeds because it is totally faithful to its inspiration, even if it ain't pushing any gameplay boundaries.

Better yet, ETM shows you extra stuff exclusive to the game that makes the Matrix universe even meatier. That's why it gets our Game Of The Month award and is an essential purchase, even if it's not our highest-scorer.

Lee
Lee Skittrell
Games Editor

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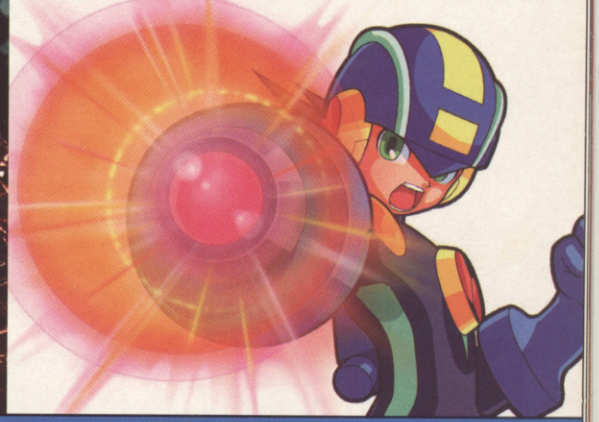


WHAT THE SCORES MEAN

CVG only reviews the biggest, best or most significant releases of the month. And our scores are based on one key measure: fun! It's that simple. Here's a breakdown.

1	WHY, GOD, WHY?
2	STINKS. NEVER PLAY THIS
3	A WASTE OF YOUR MONEY
4	MAYBE RENT, NEVER BUY
5	VERY AVERAGE
6	FAIRLY SOLID BUT NOWT SPECIAL
7	TASTY
8	QUALITY GAME, CONSIDER BUYING IT
9	CLASS ON A DISC
10	AN ABSOLUTE MUST THAT DEFINES THE GENRE

CVG AWARDS SYSTEM

These accolades don't get dished out just because a game gets a certain score. They're CVG's way of telling you which are our pet hates and personal favourites.

CVG ESSENTIAL
The most coveted award a game can get. It's worth buying the console to play the game.

CVG RECOMMENDED
A damn good game. It may not break the mould, but it's a cut above the rest.

CVG GAME OF THE MONTH
Doesn't have to be the highest scorer, but it's CVG's pick of the bunch this month.

CVG STINKER
More abominable than the Yeti himself.

ENTER THE MATRIX

Finally, **a blockbuster tie-in** to live **up to the hype**

PS2 XBOX GAMECUBE PC CD ROM

GAME INFO BOX

NUMBER OF PLAYERS: **1**
COST: **£34.99**
PUBLISHER: **INFOGRAMES**
OUT: **NOW**
DEVELOPER: **SHINY ENTERTAINMENT**
URL: **WWW.ENTERTHEMATRIXGAME.COM**

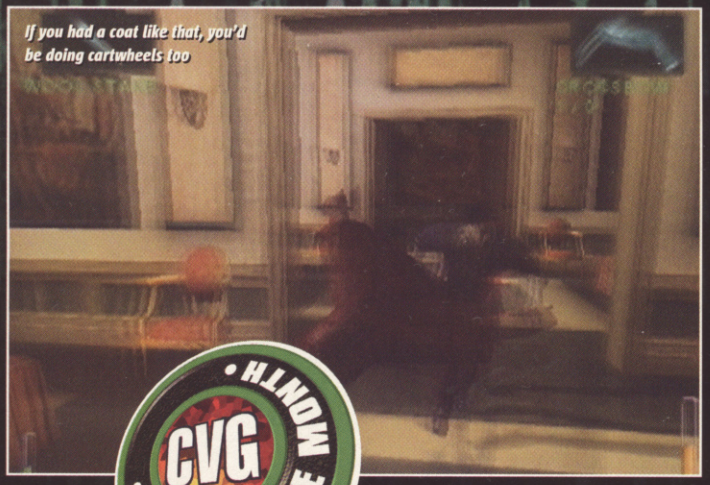
Click, clack, click, clack. The sound of steel-tipped heels strutting across a polished marble floor, accompanied by a sensuous swishing noise that only the most expensive of leather coats can make.

Then, silence. Assessing the situation. Innocuous foyer, or deathtrap about to snap shut? Out of the corner of your eye, a tiny, telltale movement. Update: you've jacked right into the heart of an ambush.

You reach for your twin pistols as Sparks barks a warning in your earpiece – too little, too late. Reality bleeds into a fuzzy, shape-shifting blur of suits and guns as you engage Focus and propel yourself off the wall and through the air. Bullets roar like slow-motion rockets past your head, spent shell casings crashing to the floor. When you land, there's nothing left but a few smoking corpses. You win. You survive. You're in the Matrix.

No doubt about it, the opening episode of Enter The Matrix is a cracking good thrill ride. This is it, you tell yourself, this is the dream. Movies and games coming together in an orgy of special effects and action.

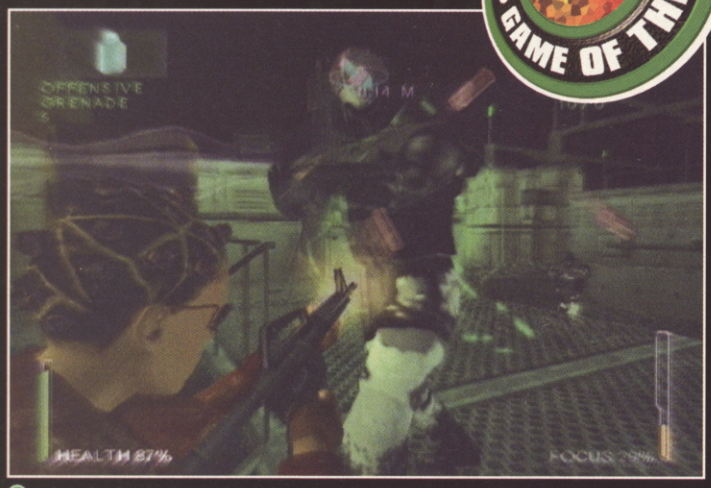
When Enter The Matrix works, it's about as good as



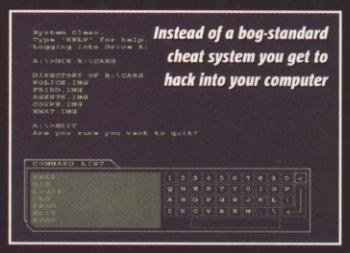
If you had a coat like that, you'd be doing cartwheels too

CVG GAME OF THE MONTH

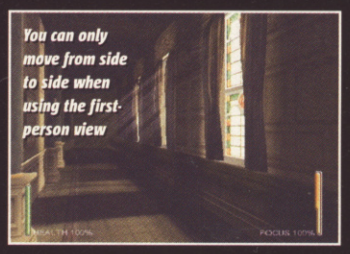
When you see the green hand icon, it means that you can use an object or open a door



In later levels you get your hands on some seriously high-powered SWAT weaponry



Instead of a bog-standard cheat system you get to hack into your computer

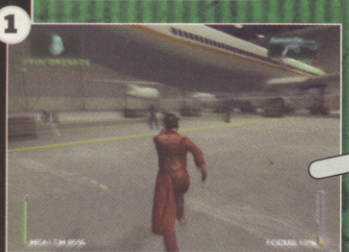


You can only move from side to side when using the first-person view

FOCUS POCUS

Max Payne might have got there first with the Matrix-inspired Bullet-Time, but ETM's Focus power takes the concept of slo-mo action to the next level. All the jaw-dropping, gravity-defying moves you see in the films are possible to pull off. Not only do they look and feel stunning, they're very easy to master too, simply by holding down L1 and letting rip. Boy, will you be grateful for your time-bending power when you're swamped by a legion of SWAT troops.

1

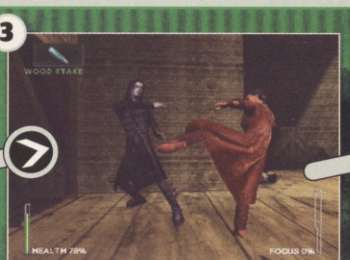


Running away when outnumbered can be the only option. Focus gives you a head start

2

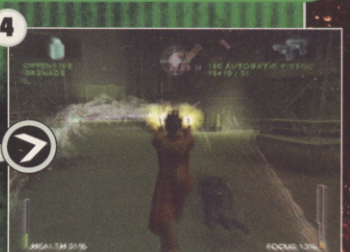
Unleashing Focus power during fights gives you access to unique moves and combos

3



The more hand-to-hand combat you do, the more you can build up your Focus gauge

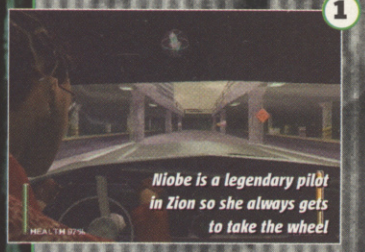
4



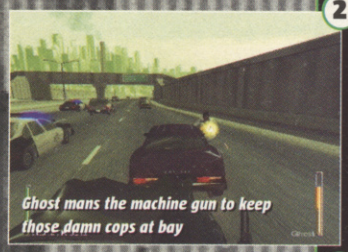
Firefights under the influence of Focus juice are every bit as stunning as in the movies

DRIVING MISS CRAZY

The early driving sequences in ETM are little more than run-of-the-mill police chase interludes, but later on you'll encounter a spectacular action sequence where you have to chase a truck carrying Morpheus while dodging rampaging cop cars. It's a riot and a half.


1

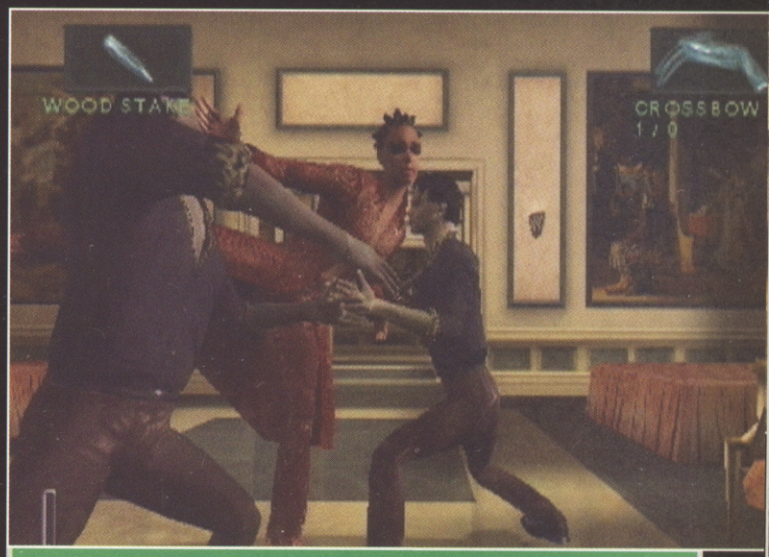
Niobe is a legendary pilot in Zion so she always gets to take the wheel


2

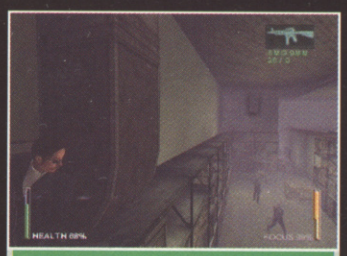
Ghost mans the machine gun to keep those damn cops at bay

3

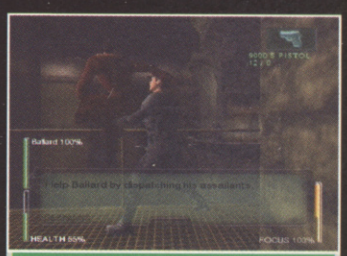
Put the two together and you'll tear up the tarmac, leaving the cops choking on bullets and dust



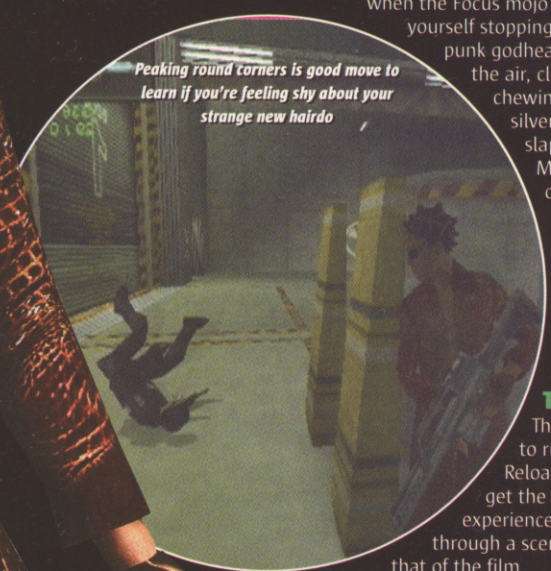
Health regenerates automatically so if you're suffering a beating, run and hide for a few moments



You can use some Metal Gear-style stealth moves when you don't want to be seen



Sparks will guide you through some sticky moments, but sometimes he goes missing



Peaking round corners is good move to learn if you're feeling shy about your strange new hairdo

a videogame can get. Those moments when the Focus mojo kicks in and you feel yourself stopping time like a cyber-punk godhead – floating through the air, climbing up walls, chewing up bullets like silver Smarties and slapping around the Matrix hoods with obscenely balletic grace – are golden nuggets of genius.

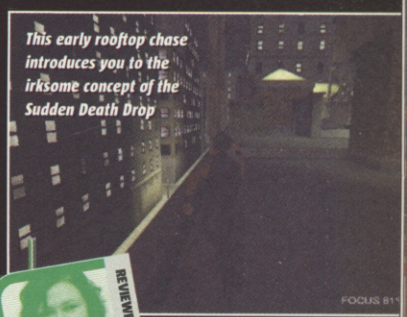
Unfortunately, that doesn't tell the whole story. But we'll have our gripes later.

THE RED PILL

The story is designed to run *parallel* to Matrix Reloaded, so you don't get the usual movie tie-in experience of playing your way through a scenario identical to that of the film.

Sadly you don't get to play as Neo, Trinity or Morpheus either, but you do get to choose between two playable characters, Ghost and Niobe. Ghost, played by Anthony Wong in the movie, is a zen assassin with dazzling martial arts skills. He's more than matched in the butt-kicking department by ice-cool Captain Niobe, played by Jada Pinkett Smith.

While basic plotline elements are the same, each character takes separate paths through the levels, so you'll have to play it all through twice as both Niobe and Ghost to reveal all the secrets. The choice is yours, but we like Niobe because of her cool shades, funky hair and wicked leather coat. We're shallow like that.



This early rooftop chase introduces you to the irksome concept of the Sudden Death Drop

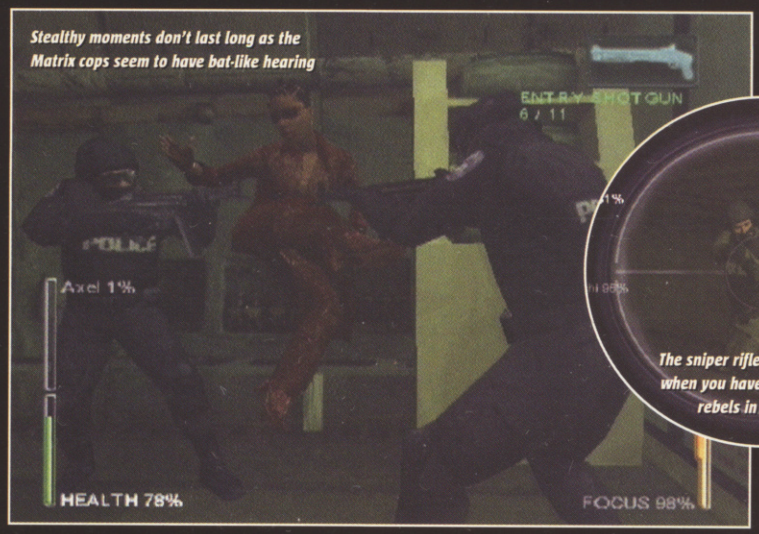
The huge environments get more elaborate the further you progress through the game

Each mission consists of a series of bite-sized chunks of action, broken up into checkpoints. The third crewman of your ship, Sparks, gives you directions and advice, including handy arrows pointing towards your next location. Most of the time you'll be collecting packages, trying to find vital items, or protecting fellow rebels. The game is automatically saved at regular intervals and there are usually several paths through each stage.

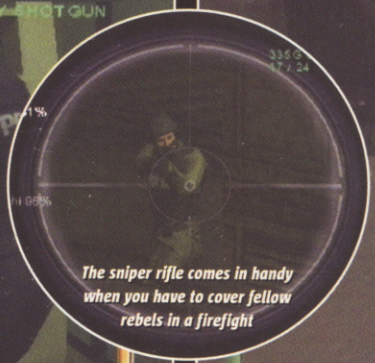
THE BLUE PILL

When it comes to actual blood-and-guts gameplay mechanics, and creating an experience that frags your brain in the same way as the Matrix movies, ETM is essentially a game of two halves. After the barnstorming first level when you've jacked in to cyber-reality and virtually jacked off with the sheer thrill of it all, it's a little disappointing to discover that the basic gameplay is similar to that of any other decent third-person shooter.

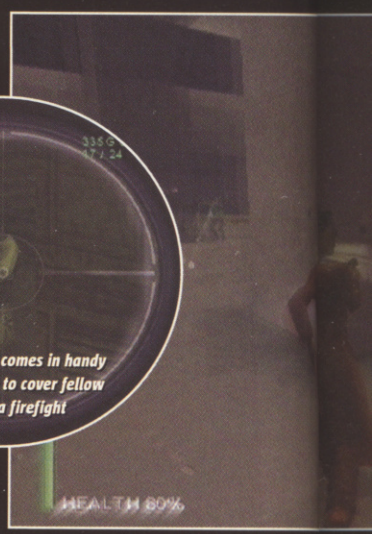
It's noticeable that the first few locations are predominately rather drab and ordinary-looking, ranging from airport hangars to sewers, office blocks and rooftops. Also, aside from opening doors and kicking the crap out of unruly tables and chairs that dare to get in your way, there's very little interaction with objects or scenery.

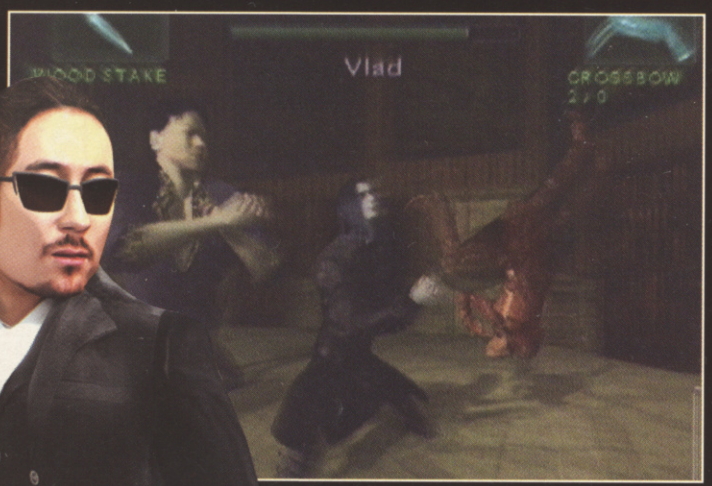


Stealthy moments don't last long as the Matrix cops seem to have bat-like hearing



The sniper rifle comes in handy when you have to cover fellow rebels in a firefight



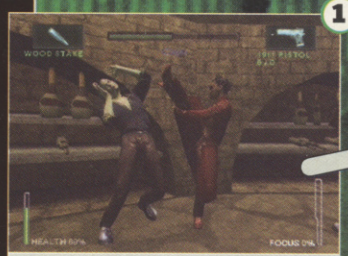


The boss fight with Vlad the Vampire in the Chateau is as spectacular as something in Virtua Fighter

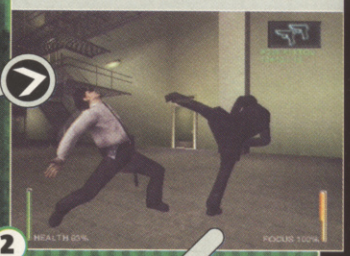
Niobe hates getting her shoes dirty, so swinging is the only option

FISTS OF FURY

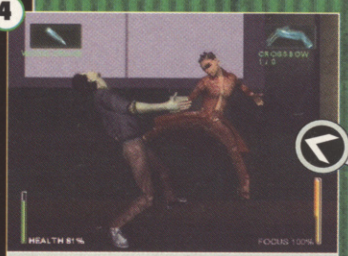
The martial arts moves in ETM are some of the most authentic you'll ever see in an action game. They're choreographed by legendary Hong Kong action director Yuen Wo-Ping, the man behind the stunning wire-fu fight scenes in Crouching Tiger, Hidden Dragon and the Matrix trilogy.



Stars Jada Pinkett Smith and Anthony Wong actually did the motion-capture work



Knock the bad guys on their backs with a well-timed roundhouse kick



Put the two together to form a lethal combo. No one walks away from that

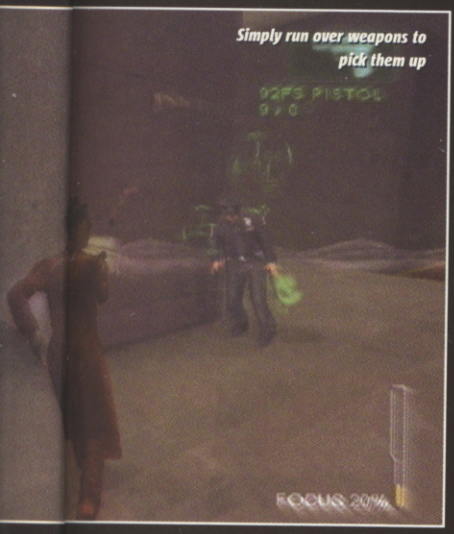
Punches are good too. You can almost feel iron fist crack glass jaw

CGI or FMV? They both look so bleedin' good that it's sometimes hard to tell

However, just when spirits are starting to sag a little, the game takes a sharp left turn into freaksville. Suddenly you're pulled through a door in the Matrix into an amazing Chateau and thrust headfirst into some truly remarkable action sequences involving hyped-up vampires. The blood starts pumping harder round your veins as you dust the vamps in spectacular style and you start to believe in the dream all over again.

CLIP CLOP

It's pretty exciting to realise that the Wachowski brothers are themselves such avowed games addicts that they've actually approached the making of ETM with the same dedication as they create their movies.

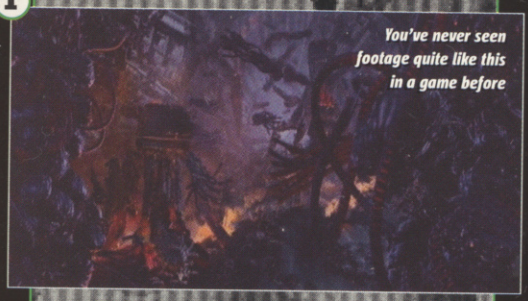


Simply run over weapons to pick them up

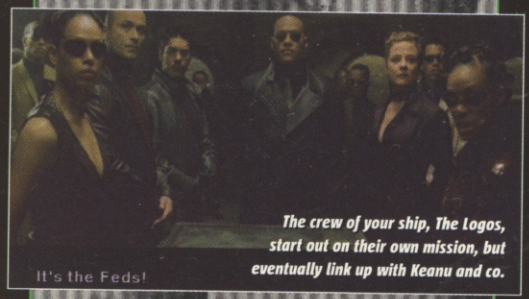
MOVIE MAGIC

Matrix fans will doubtless be foaming at the mouth at the prospect of seeing a whole hour of exclusive footage interspersed throughout the game. The clips feature all 25 of the main actors, including Keanu Reeves and Carrie-Anne Moss, plus some other people we can't tell you about under pain of death.

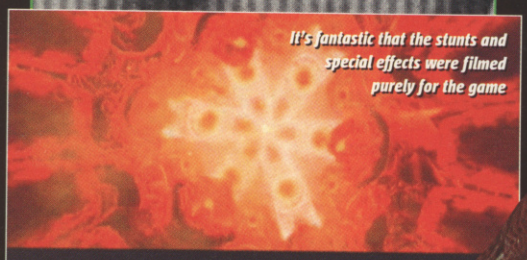
1



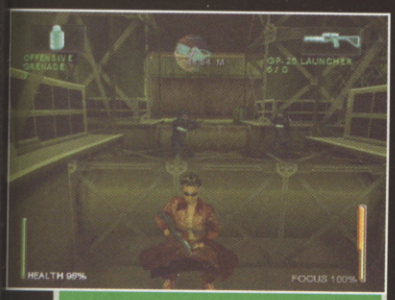
You've never seen footage quite like this in a game before



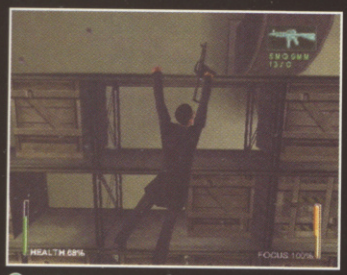
The crew of your ship, The Logos, start out on their own mission, but eventually link up with Keanu and co.



It's fantastic that the stunts and special effects were filmed purely for the game

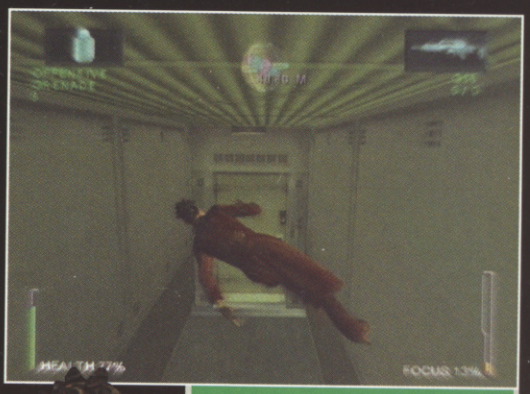


Strategy plays a big part in areas where you're heavily outnumbered



"Help, my arms are tiring!"
"Hang on a minute, mate, I'm busy"

Use your martial arts chops to bust up the antiques in the Chateau, like some kind of slo-mo, leather-clad, computer-hacking vandal



We will never, ever, get tired of running up walls. Nope, not ever

This included filming an extra hour of footage exclusively for the game as well as writing the script, directing the action and probably making the tea while they were at it.

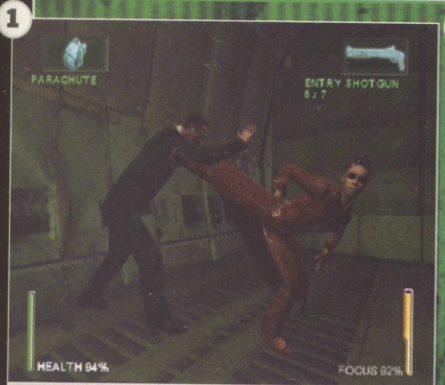
In many respects, it pays off. The movie clips work extremely well, both when viewed as a standalone story and when looked at in parallel to Reloaded. It's all clever stuff, with the FMV taking place in the Real World, and the CGI cutscenes and gameplay kicking in once either Ghost or Niobe jack into the Matrix itself.

If you haven't seen the Matrix Reloaded yet, you may end up scratching your head a little at some of the cryptic dialogue, but when did Matrix films ever make any sense? And in any case, you won't go without seeing it for long as playing Enter The Matrix will leave you gagging for it.

INDESTRUCTIBLE AGENT

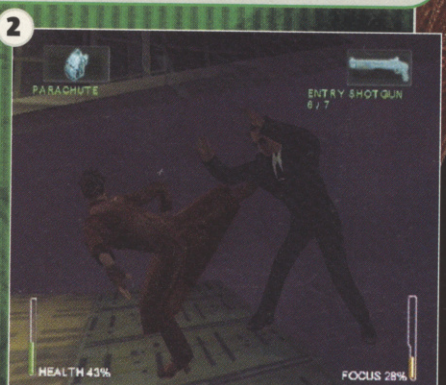
While most of the Matrix goons can be dispatched with a few well-aimed punches or bullets, the many faces of Agent Smith are another matter. He turns up at the most inconvenient moments, hunting you down like Nemesis in Resident Evil 3. He can't be killed, so you have to find other ways to deal with the git.

1



Of course, neither bullets, fists nor feet will have any real effect on the ubiquitous Agent Smith

2



Kicking him out of an aeroplane door works a treat for now, but you know he'll be back before long

VERDICT

An ambitious effort to integrate games and movies and it almost succeeds. But it could have used a little more invention in the gameplay. **Maura**

GOOD VS BAD

- Focus moves
- Amazing kung-fu
- Exclusive movie footage
- Nondescript gaming environments
- No multiplayer
- Can't be Neo

IF YOU LIKE THIS TRY THESE... Deus Ex (PC) Lord Of The Rings: The Two Towers (PS2)

8 OUT OF TEN

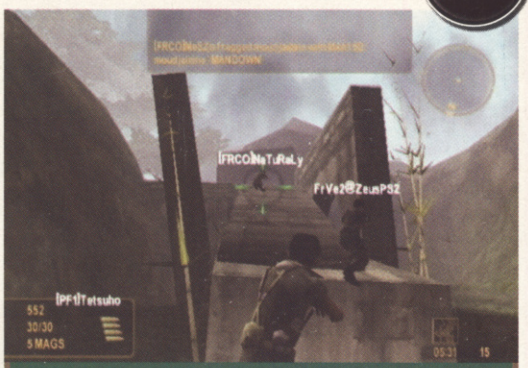
SOCOM: US NAVY SEALS

Make enemies all over the world

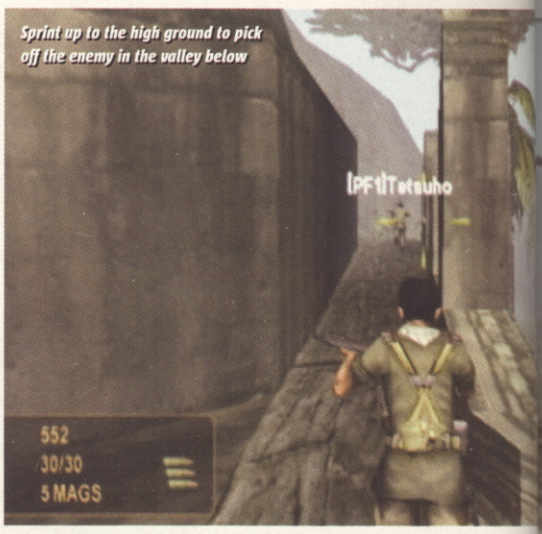
PS2

GAME INFO BOX

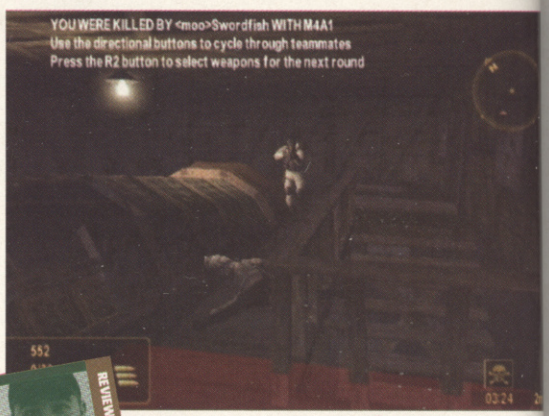
NUMBER OF PLAYERS: **1-16**
COST: **£49.99**
PUBLISHER: **SONY**
OUT: **NOW**
DEVELOPER: **ZIPPER INTERACTIVE**
URL: **WWW.US.PLAYSTATION.COM/GAMES/SCUS-97134**



You need to hit the X-button to clamber over a badly-situated obstacle or to pull yourself up onto a ledge for a better view



Sprint up to the high ground to pick off the enemy in the valley below



Lesson One in online SOCOM combat: join a game where your team-mates speak a language that you can understand. Chances are if you're reading this, English is probably a safe bet.

Lesson Two: keep a low profile if you do join a game where everyone is speaking in foreign tongues. Don't go all Rambo, or you'll screw up your squad's attack strategy and probably get booted out of the game. But not before your former gibberish-speaking team-mates insult you with a tirade of words that you don't understand. (By the way, if anyone knows what 'abe endetarmsåbning' means in Danish, please write in.)

If you get flushed out of a hiding spot, there's no option but to stand and fight

EVERY SHOT YOU TAKE, I'LL BE WATCHING YOU

The online multiplayer game is all about communication (via the headset) and working closely with your squad members as a well-oiled tactical killer team. It isn't a Quake-style frag fest and you're not a one-man army. So if you're hoping to get instant thrills from racking up hundreds of mindless solo kills, you're better off dodging Sony's first online shooter for PS2. However, if you're the kind of soldier who likes to use his noggin as well as his brawn, enrol here now.

This is strategic warfare. Having someone watch your back armed only with an elastic band is far more valuable than being alone and equipped with the most powerful weapon on the battlefield.

Teamwork is what keeps you alive. Die and you're out of that game until either team completes its objective, much like Counter-Strike or some of the multiplayer missions in Medal Of Honor: Allied Assault.

When you croak, you really feel like you've let your squad down. And the only way to make sure that you stay alive for as long as possible is by thinking tactically, exercising patience and not acting recklessly.

NO SMOKE WITHOUT GUNFIRE

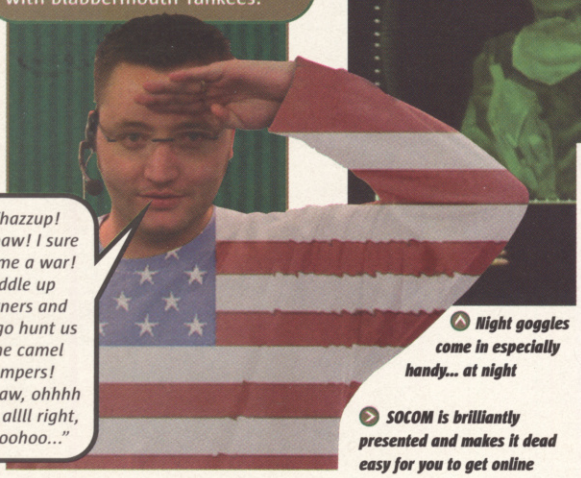
You need to get to a building where terrorists are guarding hostages. It's in the open and not surrounded by any

Fail to prevent the enemy from penetrating your base and setting off a bomb inside and it's game over

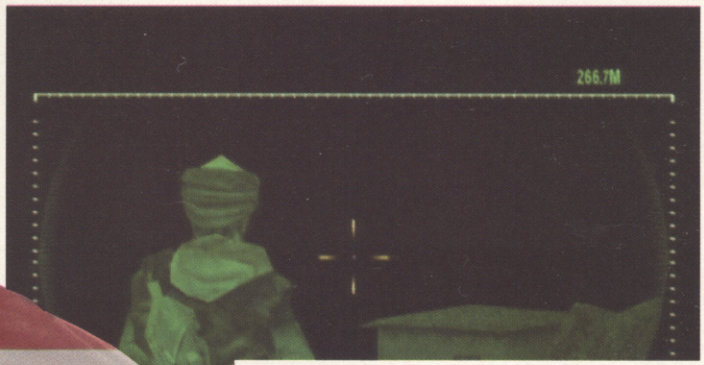
The Blizzard map is probably the best-looking level the game has

TEN SECONDS FREE TALK TIME

A USB headset comes bundled in with the game. Pop it on your bonce, then press and hold the circle button when you want to talk. You have to keep it short, because every transmission can only be up to 10 seconds long. A godsend when you're playing with blabbermouth Yankees.

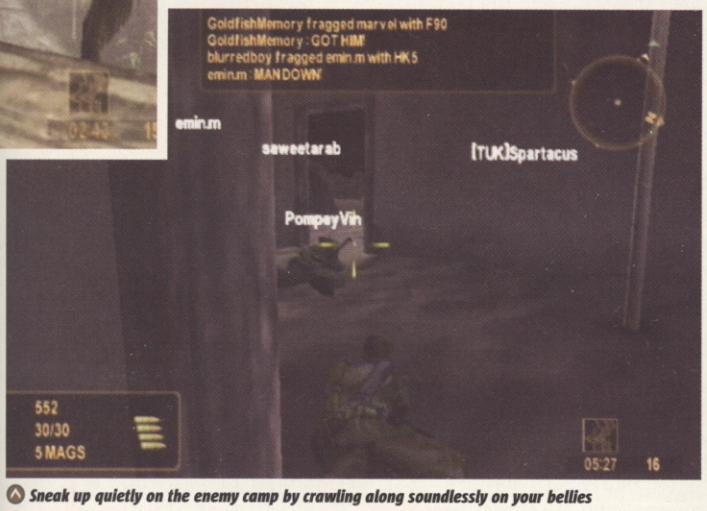


"Whazzup! Yeeehaw! I sure love me a war! Saddle up partners and let's go hunt us some camel humpers! Yeeehaw, ohhhh yeah, allll right, whooohoo..."



Night goggles come in especially handy... at night

SOCOM is brilliantly presented and makes it dead easy for you to get online



Sneak up quietly on the enemy camp by crawling along soundlessly on your bellies

small objects that you can sprint between and take cover from en route.

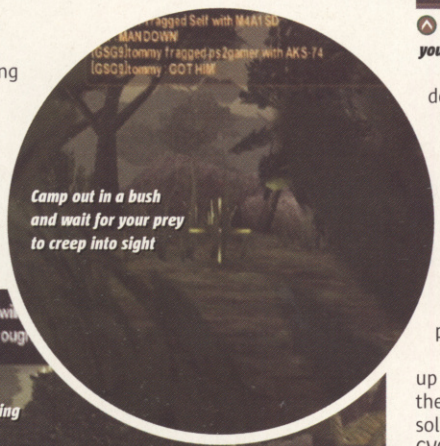
There are no shadows to hide in, nothing. If you leg it over there, you'll get gunned down for sure, damaging the strength of your team. Instead, you communicate with your mates: "Pete! Alex! Throw smoke grenades into the open and cover me and Paul as we leg it over there and secure the ground floor that end!" Once there, you perform the same tactical operation to get the rest of your team over to where you are. Not one man dies.

That's what's so rewarding about SOCOM. There are tons of simple solutions to potentially life-threatening scenarios. Plus you get a real kick from pulling off this sort of strategic manoeuvre as a team.

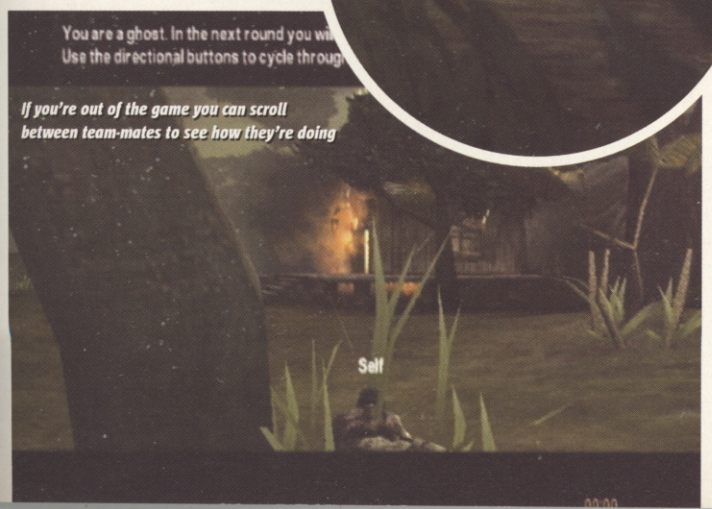
Customise your character's appearance and arsenal of weaponry before battle

ALL OUT OF OPTIONS, SIR!

This is SOCOM at its satisfying best. However, a word of warning: Sony's shooter has a few dents in its armour plating that make it vulnerable to attack.



Camp out in a bush and wait for your prey to creep into sight



If you're out of the game you can scroll between team-mates to see how they're doing

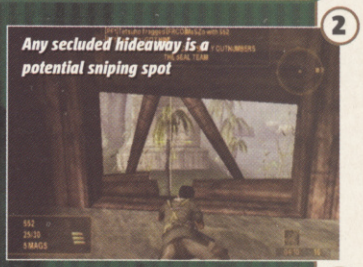
First off, it's a real slow burner of a game. To get enjoyment out of it you really have to spend many hours learning all the maps and getting used to the slightly clumsy control system. And as you can probably tell from the screenshots, it isn't the prettiest pistol-packer on the block.

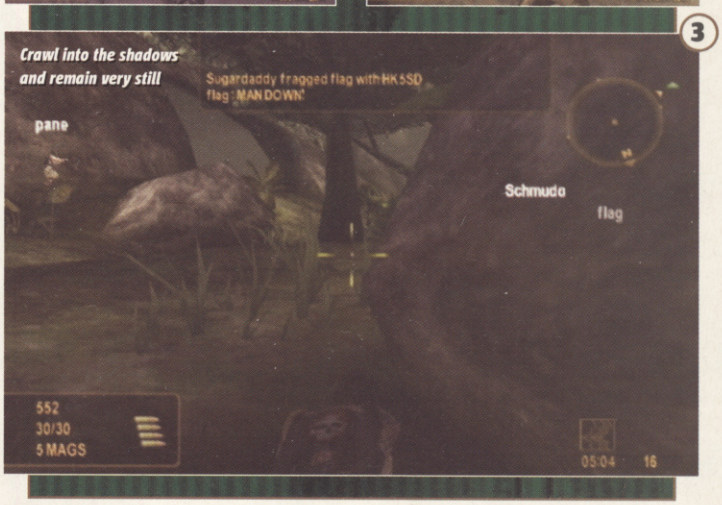
Most of you will be able to put up with these minor flaws because they don't adversely affect SOCOM's solid gameplay. But what really gets CVG's goat is the fact there are only three very basic multiplayer mission modes to play – Extraction, Demolition, and Suppression.

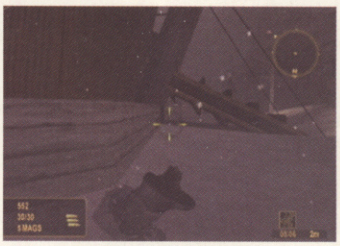
These are just fancy names the developer's dreamt up for hostage rescue, plant the bomb, and team deathmatch. Don't get use wrong, you can suck a lot of fun out of these modes but you can't help feeling a bit short-changed.

OUT OF SIGHT

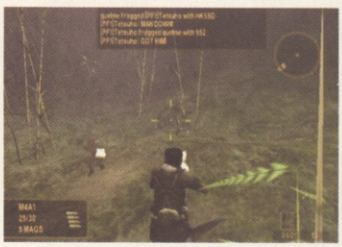
There are heaps of top hiding places for you to discover and exploit. Thickets of reeds; pitch-black shadows; rickety old Portaloos covered in snow. Make sure you tactically scout out each map good and proper for all the hot spots. A well-placed sniper will always put your team at an advantage.







Peak out from behind corners using both your third- and first-person views



Try to find some cover. Then poke your head out to shoot, thus making yourself a tiny target

There's a 12-mission single-player campaign, which adds more meat to the package. Unfortunately, though, this extra chunk of game is more like a newspaper-full of greasy doner kebab than a sliver of prime fillet steak.

It's nowhere near as exciting or interactive as the online experience, mostly as a result of your AI team-mates being about as intelligent as a sack of potatoes.

All the more reason for getting your ass online and enjoying SOCOM as it's meant to be played.

VERDICT

Hardly a definitive team-based shooter, but for a slice of strategic and serious cooperative gun-toting online action, SOCOM delivers. **Mike**

GOOD VS BAD

- Tactical co-op online action
- Real weapons
- Strategy and stealth

- Lack of multiplayer options
- Sparse maps
- Weak one-player

7
OUT OF TEN

IF YOU LIKE THIS TRY THESE... Tom Clancey's Ghost Recon (PS2) Counter-Strike! (PC)

CLOCK TOWER 3

PS2

Feel the **fear** and then **die anyway**

GAME INFO BOX

NUMBER OF PLAYERS: **1**

COST: **£39.99**

PUBLISHER: **CAPCOM**

OUT: **JUNE 27**

DEVELOPER: **SUNSOFT**

URL: **WWW.CAPCOM.COM**

It's hard to think about puzzle solving with a savage killer breathing down your neck

How real is too real? How sick is too sick? How far do you have to go before you cross the line? One man's Texas Chainsaw Massacre is another man's Bambi, so they say.

If your own personal taste meter balks at hauntingly graphic depictions of brutal murders, Clock Tower 3 might be just a little close to the raw edge of cinematic realism. But if you think you can handle the head-frag, get ready for something even sicker than the depraved goings-on in our much beloved Silent Hill.

BIG CHOPPER

Like all the best horror, Clock Tower 3 features a spooky mansion, an innocent young schoolgirl and a sinister stranger in a scary shiny overcoat. After her mother mysteriously disappears and the Dark Man turns up in the hallway smelling of death, Alyssa stumbles into a time warp that takes her back to Blitz-torn London. Here she witnesses a horrific murder by the first of several freshly undead serial killers, back from the grave and killing with renewed glee.

After this first truly eye-popping moment you'll spend the rest of the game in an unpleasant state of gnawing unease, lifted only occasionally by interludes of blind panic, sheer terror or stark revulsion as you visit increasingly creepy locations and witness yet more unspeakable deeds.

A compelling experience indeed, but is it too much grim meat-and-grizzle for even brave survival horror fans to chew on?

Sometimes you wish Alyssa would whip out an enormous shooter and blow the freak's head clean off

There are some nice bits in the game, such as finding keepsakes for murdered lost souls

The cutscenes are the work of Battle Royale movie director Kinji Fukasaku

LIFESTYLES OF THE SICK AND TWISTED

The Clock Tower 3 serial killers are some of the most heinous gaming villains ever. They hiss and screech, mock, jabber and taunt, and they really seem to love their work. After you in the queue for therapy.

1

SLEDGEHAMMER: Uses his love of woodwork in the most inappropriate of ways

2

CORRODER: Enjoys dumping his victims in baths pf acid. Also collects stamps

3

CHOPPER: Slices up skulls on a regular basis. Does all his own needlework

4

SCISSORMAN AND SCISSORWOMAN: Brother and sister killing team. Kind to animals, though

DON'T PANIC

Without any real weapons to her name – save a sprinkle of Holy Water – all Alyssa can do is run and hide while attempting to find clues to each serial killer's last crime. If the killer gets too close, her Panic Gauge starts to go wild and just one more hit means death to our heroine.

1

Alyssa watches in horror as the bloody scene unfolds before her anxious eyes

2

The killer always seems to be just one step behind in the claustrophobic environments

3

Occasionally Alyssa lucks out and manages to trap and temporarily k.o. her nemesis

VERDICT

It's the cutscenes that make the impact, rather than the standard survival horror puzzle elements, but still the best of the series so far. **Maura**

IF YOU LIKE THIS TRY THESE...
- Silent Hill 3 (PS2, Xbox)
- Resident Evil Zero (GC)

GOOD VS BAD

- Terrifying killers
- Strong story
- Unusual non-combat gameplay style

- Res Evil-o-matic puzzles
- Sick, bordering on offensive

7 OUT OF TEN

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ESSENTIAL CVG ESSENTIAL

Virtua Fighter 4 EVOLUTION

VIRTUA FIGHTER 4

PS2

Adaptation, improvisation, but your weakness is not your **technique**

GAME INFO BOX

NUMBER OF PLAYERS: **1-2**

COST: **£39.99**

PUBLISHER: **SEGA**

OUT: **JUNE**

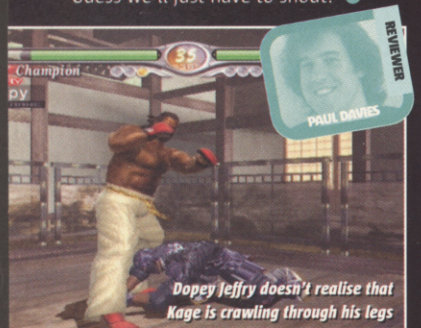
DEVELOPER: **SEGA AM2**

URL: WWW.DS.SEGA-AM2.CO.JP/VF4EVO-PS2

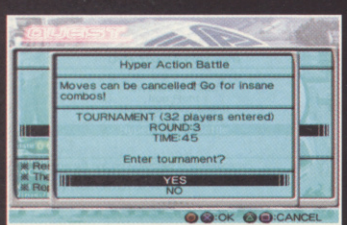
Wherever you read 'The thinking man's...[blah]' you know it means 'The dull alternative to what you like much better'. We don't want to rubbish VF4 Evo that way. It's just that when you've sensed every cell in your brain smouldering merely to stand a chance in a fight, you'll turn your back on random button-mashing forever.

There isn't a fighting game on Earth to compete with VF4 Evo in terms of mental engagement, but that doesn't mean it's the ultimate. There are always sequels, you see.

Of course Evolution itself is a sequel, and maybe only half a sequel at that. So with the basic version of VF4 on sale less than a year for PlayStation 2, even our undying enthusiasm could fall on deaf ears. Guess we'll just have to shout.



Dopey Jeffry doesn't realise that Kage is crawling through his legs



Make sure that you pay close attention to the rules or you'll make a right tit of yourself

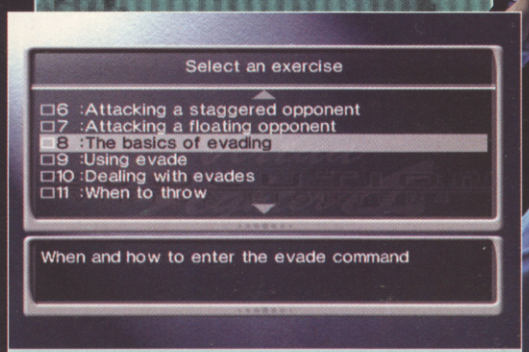
THE WAY IT SHOULD BE

Although VF4 on PS2 became a CVG favourite, it wasn't the perfect translation from arcade. Visually it didn't match up, and while Kumite mode was good for upgrading fighters it wasn't enough for players used to competing in the arcade.

For Evo, the story is much happier. In addition to new fighters Brad and Goh, the PS2 version is as close to the arcade version as it can get on PS2. It looks almost identical, and the one-player Quest mode that replaces Kumite is so deep and varied, there's no way you'll feel short-changed.

VF4 Evo is a near perfect conversion of the arcade's current master of 3D fighting – plus a few extras, too. It's time to trade in your old VF4 in for this little baby. Don't think that Evo is essentially the same as basic VF4 – because it just isn't.

We think the fighters in VF4 Evo are the coolest around, and with the improved graphics engine you can really see it



The Training mode in VF4 is the best we've ever encountered and with practice, helps you to master the trickiest moves

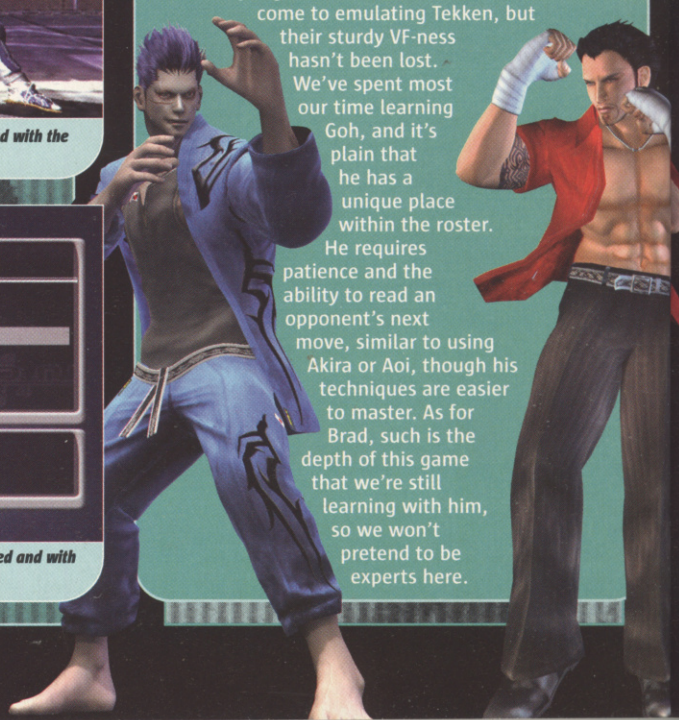
Akira manages to slip a cheeky one through Lion's claw-handed guard

BRAD VS GOH

Two big reasons to take notice of Evo are new guys Goh Hinogami and Brad Burns. The Virtua Fighter series has never gone overboard on new characters: you don't get faces for the sake of faces – it's always been about quality, rather than quantity.

Goh is pretty menacing, but then he comes from the designer who brought Akira and Kage to life. Brad came to be at the hands of Lion and Aoi's architect, and his Muay Thai moves are true to life.

The styling of the newbies is the closest VF has come to emulating Tekken, but their sturdy VF-ness hasn't been lost. We've spent most our time learning Goh, and it's plain that he has a unique place within the roster. He requires patience and the ability to read an opponent's next move, similar to using Akira or Aoi, though his techniques are easier to master. As for Brad, such is the depth of this game that we're still learning with him, so we won't pretend to be experts here.



BLADES VS BARE KNUCKLE

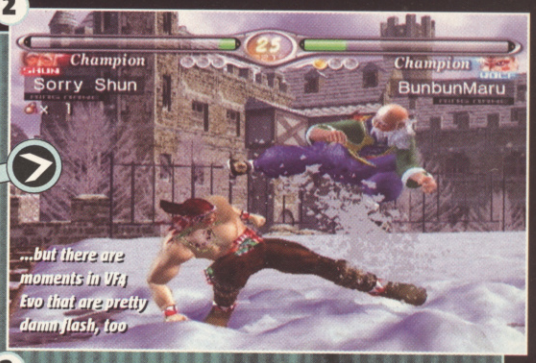
Our lunchtime talk at the mo is the pros and cons of Soulcalibur II and VF4 Evo. In the end we decided you can't compare them. It'd be like trying to compare rugby and football, two very different sports.

Soulcalibur II is fought with blades clashing, the enjoyment coming from parrying blows and constantly repositioning for the best place to stab or slash.

This is a far cry from the strategic jostling of VF4 Evo, where you must stay focused on all four limbs of your rival to exploit opportunities to strike or counter-strike. So it isn't really an issue of which is best, it's a matter of which is more to your tastes.

1

Soulcalibur II has some nifty bladework...

2 

...but there are moments in VF4 Evo that are pretty damn flash, too

1

Breathtaking clashes like this make Soulcalibur II a thriller...

2

...but Pai Chan has amazing tricks that'll really wow the ass off you!

Lau proves to a curious Vanessa that his right leg is almost a foot longer than the other

EVERYONE LOOK AT ME!

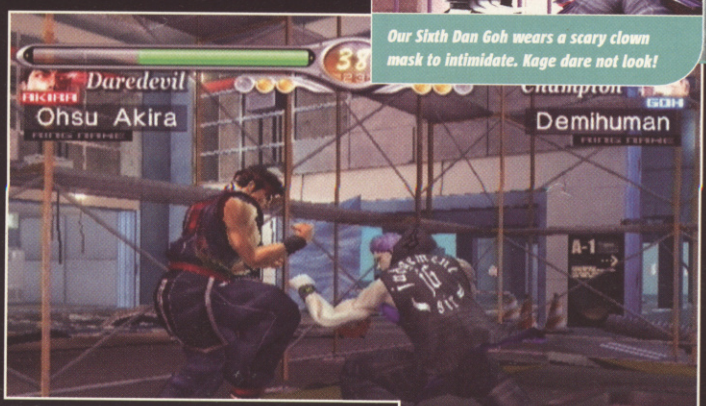
Personalising your fighter is what makes you really buy into the game. This feature is unique to VF4 and VF4 Evo, but in Evo especially there are so many ways to distinguish yourself from other players. It gets so that you feel like a god stepping into the ring, and you know you've earned it – which makes it even better. You also get the respect you deserve, which is even better still!

Our Sixth Dan Goh wears a scary clown mask to intimidate. Kage dare not look!

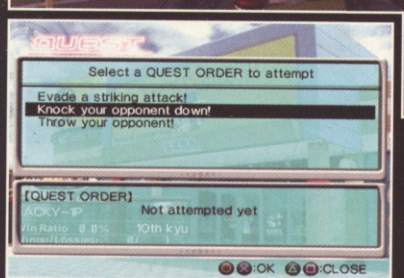
Check out Goh's face as he tramples Aoi into the floor! Remember to wipe your feet

QUEST FOR PERFECTION

The core of everything that's great about Evo is its Quest mode. It's the finest single-player mode we've ever seen, and that includes Soulcalibur II's Weapon Master mode. Quest is presented as a virtual map of Tokyo, where all the best VF4 Evo players hang out. In fact, the computer-controlled opponents have AI based on real-life VF4 legends such as Chibita and Bun Bun Maru. Prove yourself to be the master of a game centre, and other venues become available to challenge. It's not just a case of winning the rounds either, there are specific challenges too. For newcomers it's a colossal test of skill and nerve and the AI is amazing!



Goh deflects one of Akira's powerful punch attacks and pushes him onto his back foot before pouncing in for a throw



Complete the mega-hard mini-challenges that pop up in each of the Sega arcades to unlock hidden items

In the Hyper Action Battle tournament, the more moves you do the faster your fighter gets

CVG VERDICT

This is so pure. Worth upgrading if you want to own the best fighting game ever on PS2. You need this if you don't already own VF4. **Paul**

GOOD VS BAD

- The most technical 3D fighter around
- Brad and Goh are great new characters
- Not a new game, just a revision
- No online Versus play (a tall order?)

IF YOU LIKE THIS TRY THESE... Tekken 4 (PS2) ■ Capcom Vs SNK 2 (PS2) ■ Dead Or Alive 2 (DC)

9 OUT OF TEN

IRIDION II

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: VIVENDI
OUT: JUNE 13
DEVELOPER: SHIN'EN
URL: WWW.IRIDION2.COM

It's rare for a GBA game to attract a crowd at CVG. But Iridion II is like some sort of Pied Piper. Its funky sci-fi tunes lure in small gaggles of spectators, gobsmacked at the pint-sized shooter's PSone-quality visuals.

Better looking than the Star Fox-styled original of two years back, the visuals aren't the only improvement. Along with a new isometric top-down 3D viewpoint, developer Shin'en has altered the gameplay so that it now feels like the sort of shoot 'em up that'll turn your brain to mush if you play it for too long. In a good way. It's utterly chaotic and riddled with brilliant little airborne puzzles.

REVIEWER MIKE COOPER

Battling bosses is an intense experience and takes concentration

A pocketful of rocket fuel

Your craft is pretty nifty, with five unique and upgradeable weapons

In this game enemies just keep coming...

The animated cartoon cutscenes are super-slick

Blitz your way through a massive convoy of enemy spacecraft

ALL IN A SPIN

It's not just about killing everything on screen and avoiding being zapped into space dust. Iridion II's stages are also packed with tons of obstacles and little brainteasing situations for you to feverishly muddle your way through.

1

You spot a propeller on the gate that's blocking your path. Shoot it on the correct side and the gate rolls out of the way

2

To breach the end-of-level boss's defences you must use your wits. Those propellers aren't fixed to the hull just for decoration

CHANGING THE WAY YOU PLAY

As in Ikaruga on GC, Iridion II forces you to weave through blizzards of bullets, requiring every ounce of concentration that you can squeeze out of your jellified mind. Which makes for a gripping GBA experience in itself. But, what's so refreshing and alluring about Shine'en's shooter are the cool scenarios and smart enemies that populate all 15 stages.

Every level in the game is quirkily themed, and this strong-arms you into playing them in slightly different ways. For example, one level is riddled with mazes and barriers of timed proximity mines. In order to negotiate the dangerous landscape you have to first fly near the bombs to trigger their timers, and then rapidly retreat to let them explode to clear a path. All the while weaving through labyrinths of enemy fire and taking out mental enemies. These include train-sized mechanical worms that stick to any surface, weird speedy dragons with multiple body sections that can only be destroyed by accurately blasting their tails, and bizarre spacecrafts which leave perilous trails of ice behind them.

Certain crafty enemies leave trails of mines behind them

How good are you? Post your highest score on the world-ranking table at www.iridion2.com

CVG accepts that top-down shoot 'em ups are niche, so this isn't going to be a must-have title for all GBA owners. But if you're seriously into the likes of Gradius, R-Type and Ikaruga, Iridion II offers an explosive portable experience you'd be bonkers to miss. CVG

CVG VERDICT

With its quirky levels and varied gameplay, this has all the hallmarks of a classic handheld shooter and could well be a surprise hit. **Mike** CVG

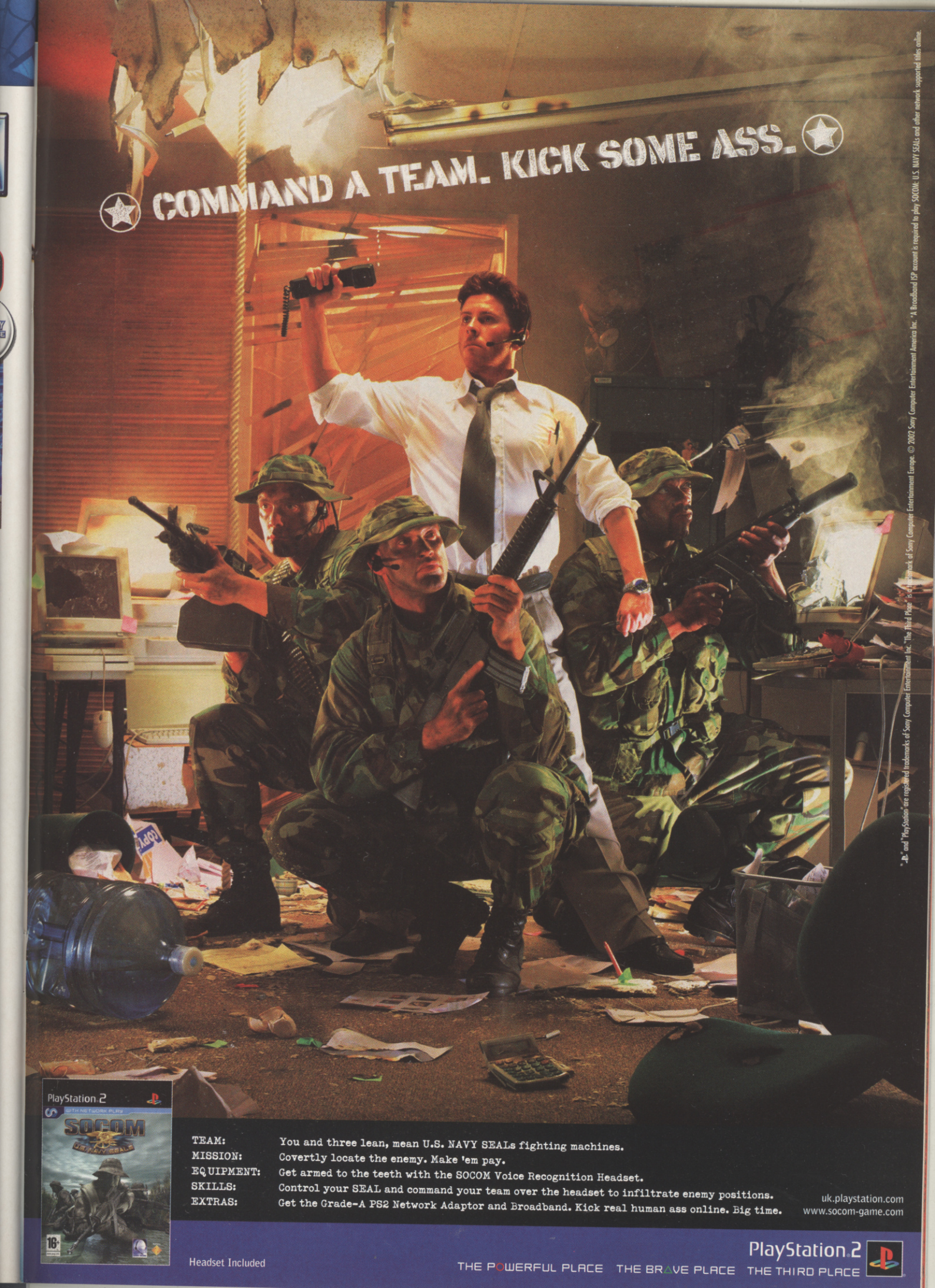
GOOD VS BAD

- The best-looking shooter on GBA
- Original levels
- Frantic and addictive action
- Catchy sci-fi soundtrack

- Not enough levels

9 OUT OF TEN

IF YOU LIKE THIS TRY THESE... Ikaruga (GC) Contra Advance: The Alien Wars EX (GBA)



TEAM: You and three lean, mean U.S. NAVY SEALs fighting machines.
MISSION: Covertly locate the enemy. Make 'em pay.
EQUIPMENT: Get armed to the teeth with the SOCOM Voice Recognition Headset.
SKILLS: Control your SEAL and command your team over the headset to infiltrate enemy positions.
EXTRAS: Get the Grade-A PS2 Network Adaptor and Broadband. Kick real human ass online. Big time.

uk.playstation.com
www.socom-game.com

Headset Included

PlayStation 2
THE POWERFUL PLACE THE BRAVE PLACE THE THIRD PLACE

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RETURN TO CASTLE Wolfenstein TIDES OF WAR

The daddy of all shooters is back for more

GAME INFO BOX

NUMBER OF PLAYERS: **1-16**
COST: **£39.99**
PUBLISHER: **ACTIVISION**
OUT: **MAY 16**
DEVELOPER: **NERVE**
URL: **WWW.ACTIVISION.COM**

London Electricity wrote the zombies a stern letter after their fooling took out the mainframe

Imagine a world without Beyoncé Knowles, without Buffy and without the all-conquering first-person shooter. This was the lot of gamers before Wolfenstein 3D burst onto our screens just over a decade ago. Opening the floodgates, Wolfenstein changed gaming forever and without it, there would never have been Halo.

Amazingly, it has taken this long for a decent sequel to come about, but the wait has been worth it. Distancing itself from Medal Of Honor's gritty and realistic war setting, Wolfenstein is moving towards a fantasy setting, pitting the player against Nazis and killer zombies – naturally.

NASTY NAZIS AND EVIL ZOMBIES

The levels in Wolfenstein are nice and big, leaving you plenty of room to look for the secret areas – though to be honest they are a little easy to find.

The singleplayer mode is essentially the same as the PC version, but with an extra seven levels bolted onto the beginning, serving as a prologue to the main story.

Wolfenstein borrows a little from games such as Splinter Cell in as much as stealth is rewarded. For example, try to take guards out silently as they drop pick-ups, and you can get a drop on enemy patrols ahead.

FRIENDS THAT SLAY TOGETHER, STAY TOGETHER

One of the main features of the offline version of Wolfenstein is the split-screen cooperative mode. This allows you to team up with a mate and mow down Nazis in tandem. You can play this mode as a unit, tactically backing each other up or you can both just storm off in separate directions looking for carnage.

One acts as bait, the other nails Robo Dog

The EMP (Electro-Magnetic Pulse) makes everything hum with electrical charge

GLOBAL DESTRUCTION

The Xbox Live option allows you to join forces with players across the globe. There are four different roles to choose from, with each player assigned to soldier, lieutenant, engineer or medic. It's essential that your team has a good balance of skills, and you let everyone play to their strengths.

1

Take care of the members of your team – you're going to need their respective skills

2

The engineer is handy for blowing things up – cover him or he'll quickly get taken out

They might be human, but these sheiks are really tough. Hey, dig the dress, man...

The more the merrier, in Team mode

More crazy glowing swelling stuff. It's why God gave you a gun, see

Up close the shotgun is king. Point it, stare your enemy in the eye, and shoot

We would say that maybe at this point the emphasis is on looking at the map

One complaint we can make is that there just isn't much variation in what you're required to kill. After a few hours you grow a little tired of blasting an endless parade of green-jacketed militia men. Even with the zombies, it's pretty unimaginative.

Though not as truly co-operative as Halo, the split-screen option can be quite fun, standing shoulder to shoulder with your mate and mowing down Nazis. Unfortunately, the whole thing is badly let down by the slow frame-rate which at term judders along like the drooling zombies, especially when two of you are firing at a group of bad guys.

The real ace in Wolfenstein's pack is the online option, which gives you the chance to indulge in some nifty team blasting. Microsoft has thrown a lot of weight behind online gaming, and this is exactly the kind of software it needs to show it off. CVG

CVG VERDICT

A solid update of a genuine classic. While it's not about to steal Halo's crown, Wolfenstein can still hold its head up high. **Paul** CVG

GOOD VS BAD

- Simple blasting
- Great weapons
- Excellent online and multiplayer

- Levels are a bit rigid
- Slightly suspect frame-rate
- Bad guys not varied

8
OUT OF TEN

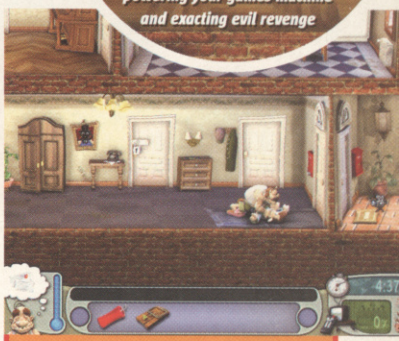
IF YOU LIKE THIS TRY THESE... Halo (Xbox) Splinter Cell (Xbox, PS2)

NEIGHBOURS FROM HELL

Where **being evil** really pays

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £19.99
PUBLISHER: JOWOOD
OUT: NOW
DEVELOPER: JOWOOD
URL: WWW.NEIGHBOURS-FROM-HELL.COM



Get caught and you get ripped a new ass. You want to try and avoid this happening...

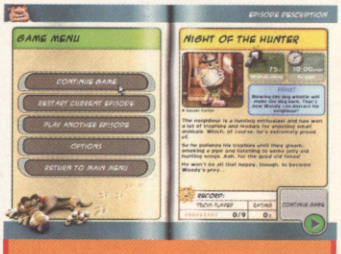
Sadistic game show meets spiteful revenge sim in this amusing PC puzzler.

You control Woody, who looks like a reject from one of Aardman's less savory animated movies. You need to please the audience watching at home by sneaking into your neighbour's house and playing all manner of evil tricks on him. Torture him as much as you can and you'll be doing well. Get caught or run out of time and it's game over.

MERV THE PERV

It's all relatively simple, but the tricks are quite cool the first time you see them. For instance, your neighbour likes to perv out the window with his binoculars. Smear superglue on the rims to keep him busy while you take a hacksaw to his sofa legs and steal his loo roll before slipping laxative into his beer. Nasty stuff. The more tricks you string together, the angrier he gets, and the more points and audience applause you win.

It's fun but it does get samey and you're not as free to experiment with everything in the house as you might want. There are doubts regarding the game's longevity too, but if you fancy a quick burst of sadistic giggles, then check it out. Sicko.



Each mission comes with some handy hints for the best possible wind-ups

CVG VERDICT

Fun – and funny – when you give it a whirl, but it's probably a bit too limited and simplistic for puzzle game veterans. **Lee** CVG

GOOD VS BAD

- Cool animated graphical style
- Nasty tricks to play
- Nice interface

- Repetitive
- Too simplistic
- Feels a bit on the short side

6
OUT OF TEN

IF YOU LIKE THIS TRY THESE... The Sims (PS2, Xbox, GC) A whoopee cushion

WWE CRUSH HOUR

Drive yourself silly in and out the ring

GAME INFO BOX

NUMBER OF PLAYERS: **1-2**
COST: **£19.99**
PUBLISHER: **THQ**
OUT: **NOW**
DEVELOPER: **PACIFIC COAST**
URL: **WWW.THQ.COM/GAMES/38013**

We laughed at the concept of our favourite WWE megastars trundling along in silly cars. We scoffed at the idea of car combat challenges based on ass-kicking wrestling matches like SmackDown! and Raw. And then we had to eat our words with a big side order of fries when we realised Crush Hour isn't the stinker we thought it might turn out to be.

Explosions will rock your screen and are prettier than a fireworks show

PUNCH DRUNK BUMPER

It's a weird idea, for sure. Vince McMahon has gone completely drunk with power and is taking over the TV networks. Surely everyone knows the one thing you don't do is mess with American telly – there'll have a civil war. For reasons best known to the storywriters, the only way to topple Vince's regime is to enter his Crush Hour TV show and win the league. It's naff, but it's all done with a great sense of humour, and the car combat action is rock solid.

Nice entrance, just like in the show

Trish drives a stupid-looking car but we wouldn't dare tell her to her face

Play in multiplayer, exhibition or in a full league against all your favourite stars, in cars that have appropriately different strengths and weaknesses. Brock's slow but hard as nails, while Trish is speedy and manoeuvrable. Level challenges are never more complex than defeating a set number of enemies or collecting the most objects in an arena, but that doesn't make the game any less exciting to play. It's not very tactical, but it's supposed to be more a laugh than a serious car battling sim, and the cheapo price reflects that. As such, it works better than anyone could have expected. CVG

The arenas and cars aren't all that, but the sparkly effects are great

Versus mode is a blast but it's only for two players. Boo!

REVIEWER
LEE SKITTRELL

EAT THESE TREATS

Weapons and power-ups help spice up the driving action in Crush Hour. We'd like to have seen more in there but what's on offer is pretty potent stuff. What's cool is that a well-timed power-up pick-up can really turn the battle around in your favour.

1

Get Invisibility and your rivals won't see you for dust

2

The armour coats your car in a shield for a limited time

3

Weapons pick-ups are cool, like these twisty rockets...

4

...which lock onto the target and explode on contact – bam!

Watch out for each arena's unique obstacles like these razor wheels of death

VERDICT

Saved somewhat by the budget price, this is a fun, throwaway game that's a laugh, even if it's got nowt to do with proper wrestling. **Lee** CVG

GOOD VS BAD

- Cheap driving thrills
- Amazing explosions
- Mad-looking WWE-themed cars

- Too few play modes
- Plain graphics
- Makes WWE look even sillier

IF YOU LIKE THIS TRY THESE... Twisted Metal Black (PS2), Unreal Tournament 2003 (PC)

7 OUT OF TEN

PRO BEACH SOCCER

Sand Blasted Soccer!

wanadoo

"The first official game of the Pro Beach Soccer Association"

PC CD-ROM

XBOX

PlayStation 2

GAME BOY ADVANCE™

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MEGAMAN NETWORK TRANSMISSION

NINTENDO GAMECUBE

The web you're sure to get **stuck on**

Beat the enemy viruses and they disintegrate in a pretty flash of sparkly lights

GAME INFO BOX

NUMBER OF PLAYERS: **1**

COST: **£39.99**

PUBLISHER: **CAPCOM**

OUT: **JUNE 27**

DEVELOPER: **CAPCOM**

URL: WWW.CAPCOM-EUROPE.COM

We'd love to live inside our computers. Rubbing pixel to pixel with our nudey image library of Catalina while feeling the gentle tickle of the contents of our My Music folder tingling along our bodies would be pretty neat.

Or maybe we're just drunk. Either way, Mega Man's GameCube debut serves as a dire warning that life on the inside of a hard drive might not be the paradise we'd expected.

OLD BOOTS 'N' NAILS

Mixing the traditional platform game content of the classic Mega Man games with the strategic item collection and usage of the recent GBA games is at least a brilliant idea. You have to explore the Net and collect and use different chips that have an awesome array of different effects.

Some serve as long-range attacks, others arc to reach enemies beneath you, or serve as shields against attack. You can only carry five chips at one time, and of the huge total available, you can only access those five from a folder of 20. The chips are then selected at random at the start of each stage and at specific points during a level.

It might be 2D and fairly plain looking, but the action is addictive and the chip management is a cool RPG twist. The one real problem is that the game's difficulty level is pitched way too high. We're talking Everest here. The visuals might look a bit Fisher-Price but the game plays more like Smith & Wesson.

Hardcore players will lap up the challenge but those less willing to persevere will want to move on to something more accessible while they lick their wounds.

GLITCH IN THE SYSTEM

The baddies in Mega Man are so tough, you're going to need more than a copy of Norton AntiVirus to deal with them. This is one of the most difficult 2D platform games we've played in a good few years, and the boss fights reach preposterous extremes of gaming tricksiness. You have been warned!

Your first boss encounter is with the fearsome Fire Man. He's hot, he is

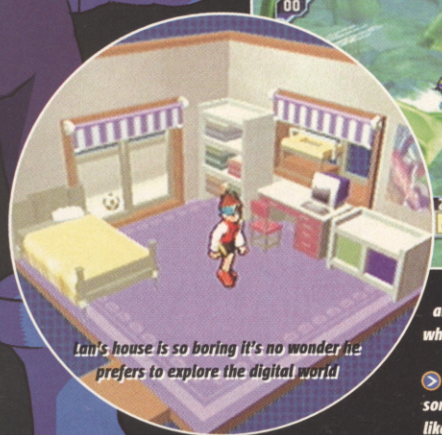
The idea is to avoid his flames by sliding beneath his legs – but the timing is critical

Fail, and you most certainly will, and you'll find yourself 'deleted'. It's a cruel world

Stay away from that blue fire or it's curtains

Use the 'guard' and 'shield' chips when facing this freak

Expect to run into all sorts of digital obstacles like firewalls



Lan's house is so boring it's no wonder he prefers to explore the digital world

VERDICT

With strategic item collection, this would have made for a great, if quirky, platform game if it wasn't so bloomin' difficult. Gah! **Lee**

GOOD VS BAD

- Simple but addictive gameplay
- Cool chips to experiment with
- Cruel difficulty level
- Visuals aren't very next-gen
- Bit old-fashioned

IF YOU LIKE THIS TRY THESE... Yoshi's Island (GBA), Mega Man Zero (GBA)

6 OUT OF TEN

WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY

The only **cool** way to **wet your pants**

GAME INFO BOX

NUMBER OF PLAYERS: **1-2**
COST: **£39.99**
PUBLISHER: **ACTIVISION**
OUT: **NOW**
DEVELOPER: **SHABA**
URL: **WWW.WAKEBOARDINGUNLEASHED.COM**

Every location has a boat race to unlock as well as the usual board antics. Think more James Bond than Oxford vs Cambridge

For most of us, extreme sports are best watched and played from the safety of a comfy chair. Experts like Shaun Murray may make soaring through the air and turning tricks on a midget waterski seem like a piece of soggy cake, but you still get the feeling they've paid a heavy price in broken bones and bruises.

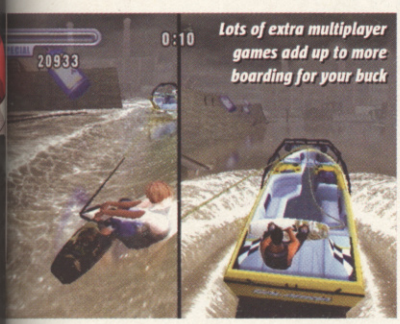
This is why Wakeboarding Unleashed has the distinct advantage over reality. All gain, no pain – unless you count a sore thumb as an injury.

WET WORKS

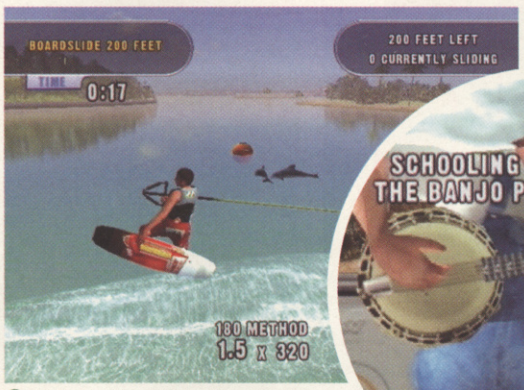
If you've played any of the Tony Hawk's Pro Skater games, you'll be familiar with the set-up of Wakeboarding Unleashed. Twelve exotic locations to unlock, consisting of a variety of Challenges and Groove Objectives.

Strangely, despite being tethered to the speed boat by a rope, you'll feel much freer than you ever did in Pro Skater. Instead of grinding rails and ollying off curbs you get to boardslide on bayou shacks and water-spin alongside curious dolphins, all at a breathless breakneck pace.

As cool as Shaun Murray and his high-flying cohorts are, the real star of this game is the water. Whether it be the crystal clear blue ocean of Florida or the murky, muddy depths of flooded Springfield town, you'll never tire of swooshing and sploshing around the waterways. Could well be the most successful X-game since Tony taught us how to bump and grind.



Lots of extra multiplayer games add up to more boarding for your buck



The Florida Exposition consists of many a rock-hard Challenge. But look, cute dolphins!

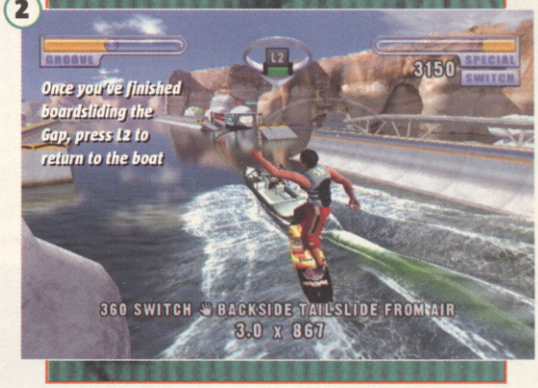
What the blimmin' heck do red-neck banjo pickers know about Wakeboarding? Honestly

GIFT OF THE GAP

Any time you feel like investigating some of the nooks and crannies at the water's edge, simply press L2 to release the rope. You're then free to seek out hidden Gaps and alternative routes that count towards your Career points total.

1

2



LOOK, NO HANDS

The control system is very similar to that of the Tony Hawk's Pro Skater series, with the opportunity to pull off spectacular trick combos with relative ease. The names of the various moves might have been converted into Wakeboarding lingo, but the end result is pretty similar.

1

First, ride the crest of a creamy, foamy wake wave to gain momentum

2

Press Square to perform a grab trick, or Circle to pull off the more difficult invert

3

Feeling cocky? Land the combo and Manual into the next one to keep the chain going

VERDICT

A wild ride steeped in salty sea air and suntan lotion; pure exhilaration, breathing fresh life into the extreme sports genre. **Maura**

GOOD VS BAD

- Lush water effects
- Speedboat racing challenges
- Rocking soundtrack
- Some levels hard to unlock
- No four-player option

8 OUT OF TEN

IF YOU LIKE THIS TRY THESE...
- Tony Hawk's Pro Skater 4 (All)
- Kelly Slater's Pro Surfer (All)

SPEED KINGS

A budget **Burnout rip-off** on two wheels

Clip the sides of speeding vehicles to build up your boost bar

There are only 12 tracks for you to screech around, and they're pretty drab

GAME INFO BOX

NUMBER OF PLAYERS: **1-2**
COST: **£19.99**
PUBLISHER: **ACCLAIM**
OUT: **NOW**
DEVELOPER: **CLIMAX**
URL: **WWW.CLIMAX.CO.UK**

On paper it looks fantastic. The makers of the technically triumphant biking sim MotoGP 2 for Xbox have kicked reality to the kerb to create an arcade street-racing motorbike game featuring stunts, stupidly souped-up hogs, huge crashes and fights!

And there's more. You can get your greedy little mitts on it for just 20 quid, so the whole thing looks like a sure-fire recipe for success. But when you take to the track it soon becomes clear that developer Climax has cut corners with the look, handling, and overall structure of this budget racer.

If you manage to get close enough to another rider, stick the boot in

Tell the bike hogs none of the 22 bikes are licensed...

Complete mini-challenges for extra kudos

BURNT OUT

Speed Kings is mentally fast, and sees you blazing through city streets and swerving insanely between oncoming vehicles à la Burnout. But it tries *too* much to be like Burnout. And this is why it skids out. There's nothing original about it, and all the features that it borrows from Criterion's crash-happy hit lack the same punch and panache as the originator.

The crashes aren't shocking or explosive, the bikes feel floaty, and Speed Kings isn't nearly in the same league when it comes to dazzling us with gorgeously crisp visuals. Plus there isn't as much traffic to dodge,

DIRTY GREAT SKIDS

The regular jump tricks in Speed Kings aren't very dazzling or exhilarating – apart from one. Drop your bike onto its side and skid underneath an 18-wheeler stretched sideways across the road. Otherwise you'll wind up slamming face-first into the trailer and becoming road kill. Nice.

An enormous lorry pulls out in front of you. It's time to hit the deck!

Slam and hold the triangle button and you'll glide under it gracefully...

...before defying gravity by getting back up onto two wheels and racing off

Don't adjust your telly, it's just a crap rain effect

18-wheelers aren't the only obstacles you've got to skid under

which immediately drains gallons of adrenaline out of the action.

ANTICLIMAX

On-bike fighting is thrown in to jazz things up. You can punch and kick opponents, sending them hurtling into barriers or into the paths of oncoming vehicles. Problem is, once you screech away from the start line you rarely find yourself shoulder-to-shoulder with another biker for more than a second at any one time, meaning that there's barely any fisticuffs during a race.

You can now pick up Burnout on Platinum for the same low price as Speed Kings. And in a head-to-head race Burnout would blaze to victory every time. Nonetheless, if you're a shameless speed freak who can put up with Speed Kings' imperfections it's still fast and frantic enough to cook up a few cheap thrills.

CVG VERDICT

A budget game in every sense, scrimping on style, adrenaline and originality. You'd expect more from the creators of MotoGP 2. **Mike**

GOOD VS BAD

- The on-track action is extremely fast
- You get to skid under trucks
- Barely a single original feature
- Dull tracks
- Only three modes

5 OUT OF TEN

IF YOU LIKE THIS TRY THESE... Burnout 2 (PS2) ■ Need For Speed: Hot Pursuit 2 (PS2)

Take on the role of the heroic cop, John McClane!

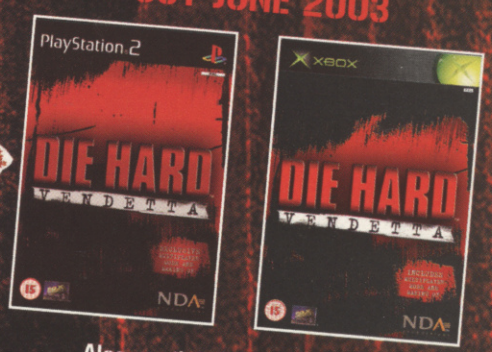
INCLUDES MULTIPLAYER MODE ON PS2 & XBOX : 2-4 players. Deathmatch, Team deathmatch, Tag, King of the Hill and Capture the Badge.

BONUS : Making of the game footage.

DIE HARD VENDETTA™

IT'S TIME FOR A LITTLE PAYBACK

OUT JUNE 2003



Also available on Gamecube

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MIDTOWN MADNESS 3

Lose your lunch behind the wheel

Beaten by a girl driving a big pink wuss-mobile. You big sissy

GAME INFO BOX

NUMBER OF PLAYERS: **1-8**
COST: **£39.99**
PUBLISHER: **MICROSOFT**
OUT: **JUNE 27**
DEVELOPER: **DICE**
URL: WWW.XBOX.COM/MIDTOWNMADNESS3

There's plenty of humour to the action as Mr Pickie gets a dunking in the drink

Slip-sliding in the wet means you'll lose valuable racing seconds

REVIEWER
LEE SKITTRELL

Autumnal Paris feels the burn of your reckless driving antics

It's a showdown of mini proportions in the teeniest Euro cars ever

Nice car mate. Would you believe this is from the early pizza delivery missions?

Relations between the French and the US are strained at the best of times – even more so since the recent conflict in the Gulf. So it's rather timely that in this game they at last have something in common.

Washington DC and Paris are where it's at here, as you get to tear through the city streets smashing stuff up. And it looks good – the jaw-dropping visuals and accurately mapped streets of Project Gotham Racing meet the smashy-crashy physics and manic fun of Crazy Taxi.

POP THE HOOD

From the teeth-gnashing pedal-to-the-metal races of Checkpoint mode and the challenge-based (and massive) Undercover story game, through to the online multiplayer games for up to eight racers, there's enough here to last you well into your next set of tyres – and beyond.

What's so great about MM3 is its sense of reckless fun. It's a challenging game, but it doesn't take itself seriously at all. That's why you can be screaming around cities as beautiful as any in Project Gotham but still smack into trees and bollards in a shower of sparks and special effects – and not be penalised too harshly. Better yet, we reckon the online multiplayer games are some of the best you're going to see on Xbox for quite some time. A great game then, but more variation in the missions would have been welcome, and the focus on fun will alienate the hardcore driving crew. CVG

The game look uniformly breathtaking with sweeping vistas and bright bold colours

SNIFF THE FUMES!

You don't need to clamp your mouth round a car exhaust and breathe in deep to see crazy stuff – you can just take in the sights of MM3 instead. Race dustcarts round the streets of Paris or take part in pizza delivery races in mental-looking souped-up cars. It really is madness – in the middle of a town! Ack ack!

1

Welcome to the glamorous world of international rubbish truck racing

2

Beetles double up as great pinball-style bumpers to flip other vehicles over

3

Turn pavements into war zones by driving through lampposts and café tables

CVG VERDICT

Beautiful looking and crazy to play, this is one of the best 'fun' racers on any system – but it's not one for Gran Turismo diehards. **Lee** CVG

GOOD VS BAD

- Lots of longevity
- Great sense of fun
- You get to thrash your mates online!
- Not really a proper driving sim
- Only two cities
- Repetitive missions

IF YOU LIKE THIS TRY THESE... Crazy Taxi 3 High Roller (Xbox), Midnight Club II (PS2)

8 OUT OF TEN

RED★FACTION II

Frenzied shooter returns with most guns blazing

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: THQ
OUT: NOW
DEVELOPER: VOLITION/OUTRAGE
URL: WWW.REDFACTION2.COM

You've got to have a fairly hefty man-sack to go up against the first-person shooting might of Halo on Xbox. Red Faction II fancies itself as a worthy contender, but predictably its gaming balls don't quite measure up.

That doesn't mean it's a bad game. It's just that aside from the ability to blow massive chunks out of the environments, this doesn't offer much that Halo doesn't do a lot better.

BLOW STUFF UP!

From the standard control set-up to the range of weapons and vehicles you can use to blast your way through the levels, this is formulaic FPS stuff. Aside, that is, from the Geo-Mod technology. Don't want to unlock the door that's blocking your way? Blow up the wall next to it and shimmy on through. There are still limitations as to exactly what you can destroy, but generally you're given enough freedom to blow the world apart to your heart's content. New for Xbox and GC are some pretty cool multiplayer maps, but apart from those this is a bit of a lazy port of the PS2 game. It's good, but not the best shooter on either system.

If it moves, destroy it with your cannon

Looks like this man has just been to a 'Disco Inferno'. Ha!

Avoid shooting your fellow resistance fighters in the back of the head by accident

Marvel at the night vision - never seen that before

VERDICT

A good story, excellent multiplayer and Geo-Mod technology makes this otherwise humdrum FPS stand out a little further from the crowd. **Lee**

IF YOU LIKE THIS TRY THESE... TimeSplitters 2 (PS2, GC Xbox), Halo (Xbox)

GOOD VS BAD

- Massive, well-designed levels
- Total your environment!
- Bland visuals
- Not enough new since PS2 version
- No Xbox Live

7 OUT OF TEN

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MEGAMAN BATTLE NETWORK 3

Virus-busting's best game yet

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £29.99
PUBLISHER: CAPCOM
OUT: JUNE 20
DEVELOPER: CAPCOM
URL: WWW.CAPCOM.COM/MEGAMAN

If you've ever wondered what cyberspace looks like, this is it. It's a bit girlie

Like Pokémon, this latest action-packed Mega Man Battle bonanza comes in two colours. Both versions play the same, but feature different characters, enemies and a different range of chips.

These aren't the sort of chips you eat with a giant pink saveloy though, porky. These are *microchips* and in the Battle Network world, they're your most precious possession.

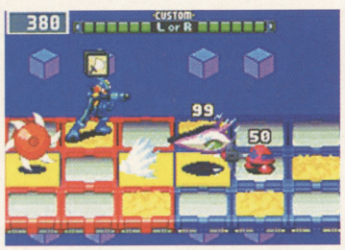
Grab items and avoid firewalls while exploring the Net

CYBER-SEXY ACTION

In a similar way to previous games in the series, you explore both the real world and cyberspace. This takes the form of sub-quests, which you need to complete to trounce viruses scattered all over the Net.

That said, the real meat of the game lies in the battles, which are an engrossing mix of turn-based strategic planning and real-time action. The idea is to select your chips at the start of the battle and then use them strategically during the fight. Once you've used them all, you can call on more randomly. There are loads of chips and myriad ways to play with and upgrade them. Anyone who's fond of battle strategy will love it – though it is similar to previous games. LW

Tool up with powerful chips before boss fights. And we don't mean the potato kind



Later fights get a bit more complex, requiring both strategy and lightning reflexes

VERDICT

The addictive mix of strategy and action with RPG trimmings makes for a great handheld game, even if it is similar to its predecessors. **Lee** LW

GOOD VS BAD

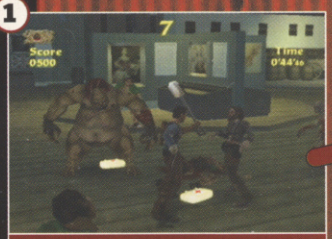
- (+) Link with mates to battle and trade exclusive chips
- (−) Too similar to predecessors
- (−) Plain presentation
- (−) It's easy to get lost in cyberspace

8 OUT OF TEN

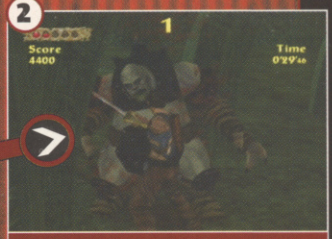
IF YOU LIKE THIS TRY THESE... Pokémon (GBA, GBC), MM Network Transmission (GC)

A TIME TO KILL

When you get bored of the main adventure, which you will, you can test your killing prowess in the Arcade mode. Here you get the opportunity to lose your mind in a sequence of mini-missions, where the objective on almost every stage is to murder and mutilate all the enemies in the enclosed area within a stupidly tight time limit. The only difference on each level being the number of enemies, the weapon you're given and your surroundings.



Armed with your spade, hammer both attack buttons like a man possessed...



...until every last creature is a pussy pulpy mess. Beats doing the gardening

EVIL DEAD A FISTFUL OF BOOMSTICK

Something die in here?

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: THQ
OUT: JUNE 13
DEVELOPER: VIS
URL: WWW.EVILDEADGAME.COM

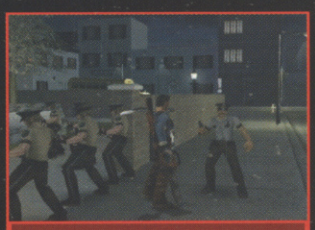
Beware of freaks bearing gifts! This newest beast in the Evil Dead series comes bundled with a free copy of cult '80s horror flick Evil Dead 2 on DVD for a meagre 30 smackers.

Problem is, diehard fans of the series no doubt already own the movie, and us proper gamers don't give a flip about some crummy old DVD that'll just end up propping up a wobbly table leg anyway.

You're most likely reading this because you've taken a quick goosey gander at the wild hack 'n' slash action in the screenshots and are thinking you might like some of that. But beware!

Although A Fistful Of Boomstick is technically solid, playing it is a whole different story. Once you load it up you might as well stick your brain on autopilot and set your thumbs to rapid fire, because this is basically a mindless and unrewarding button-basher.

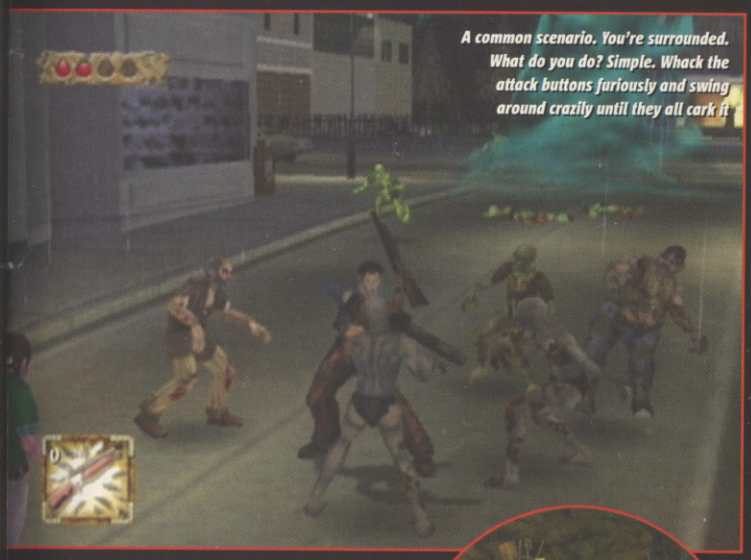
Once you've charged up your magic gauge you can conjure up spells



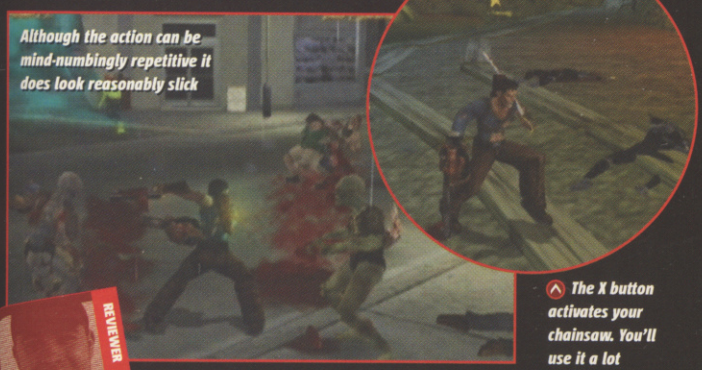
These cops look like they're dancing to YMCA when they're fighting evil

CHEAP AND NASTY

Granted it's a budget title, but with the likes of Silent Hill 2 and CODE: Veronica X on Platinum at £20 each, Boomstick has no chance of competing with its peers when it comes to horror or suspense. So instead it tries to grab attention by upping the pace, and mixing adventure elements of a



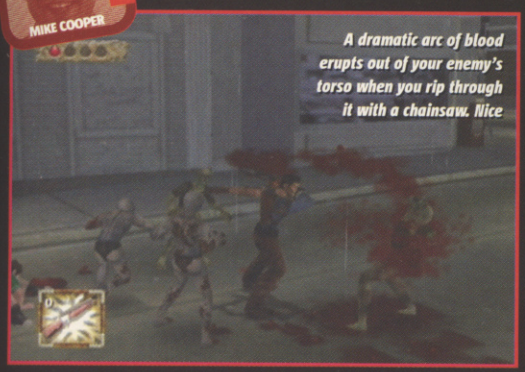
A common scenario. You're surrounded. What do you do? Simple. Whack the attack buttons furiously and swing around crazily until they all cark it



Although the action can be mind-numbingly repetitive it does look reasonably slick

The X button activates your chainsaw. You'll use it a lot

REVIEWER
MIKE COOPER



A dramatic arc of blood erupts out of your enemy's torso when you rip through it with a chainsaw. Nice

survival horror game with heaps of killing action, humour and gore. Unfortunately, the hero's cheesy one-liners and the claret-spilling action will only appeal to fans with overactive thumbs and tiny minds. But it's Boomstick's survival horror elements that are most embarrassing.

For starters, the plot moves along like one of those crappy wind-up toys. It's dull and predictable. There are no real twists and turns, and no surprises. Nothing to keep you hooked. And the puzzles are a joke, but not in a funny way. You're either spoon fed or simply stumble upon the solutions to all of the one-dimensional brainteasers that litter the adventure.

This low-grade bloody romp doesn't have the stylish pizzazz of a top hack 'n' slash adventure like Maximo or the twisted intelligence of a Silent Hill game. What it does give you is the thrill of splattering gallons of guts and masses of body parts all over your TV screen with very little effort or skill. Which is great, if that floats your boat.

There are tons of kooky killing tools to collect on your gory quest

CVG VERDICT

So repetitive and brainless that only hardcore fans of the movie and true horror nuts will warm to its cold-blooded gameplay. **Mike**

GOOD VS BAD

- Gallons of gore and hacking action
- Free DVD
- Decent visuals

- Dead easy puzzles
- Repetitive action
- Boring plot
- Tacky

IF YOU LIKE THIS TRY THIS...
- Silent Hill 2 (PS2)
- Resident Evil (GC)

5 OUT OF TEN

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: ACCLAIM
OUT: NOW
DEVELOPER: CRITERION
URL: WWW.BURNOUT2.COM

BURNOUT 2: POINT OF IMPACT

Console gaming's most extreme racing experience comes to Xbox to pop your eyes with its insane speed and tickle your phalanges with its sublime gameplay. Spectacular crashes, mouthwatering visuals and the longest courses known to man come together to make an amazing, unmissable driving game. Shame that the online element is only a scoreboard, though. Otherwise it's fab, if a bit late to arrive.

Burnout 2 plays even better than it looks – and it looks pretty damn good

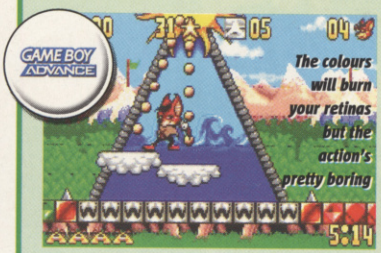
8 OUT OF TEN

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: ZOO DIGITAL
OUT: NOW
DEVELOPER: ATOMIC PLANET
URL: WWW.ZOODIGITALGROUP.COM

AERO THE ACROBAT

The GBA is hardly in need of another platformer, especially when it's been ported from an ancient 16-bit game. Lead Aero across circus-themed levels and obstacles such as cannons, trampolines, high wires and hoops of fire. It's not exactly terrible, but you've seen this kind of thing many times before. Unless you're strangely fond of circus folk, you'd do far better with one of the Mario Advance games.



The colours will burn your retinas but the action's pretty boring

5 OUT OF TEN

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: KONAMI
OUT: NOW
DEVELOPER: KONAMI
URL: WWW.KONAMI.COM

FROGGER BEYOND

The graphics may have changed since the god-like green one's early Eighties debut, but the gameplay is pretty much the same. Hop safely from square to square while avoiding the enemies and solving simple switch puzzles. There are power-ups to spruce up the action, and it's actually more fun than you might think – though more of a rental title or one for the toddlers.

It's cute and cuddly but hardly an evolution in gameplay

5 OUT OF TEN

RESIDENT EVIL DEAD AIM

PS2

When **luxury cruises** go wrong!

These scaly freaks are a slow-moving and extremely brutish kind of reptile, but can be deadly if they do manage to wallop you

GAME INFO BOX

NUMBER OF PLAYERS: **1**
COST: **£39.99**
PUBLISHER: **CAPCOM**
OUT: **JUNE 20**
DEVELOPER: **CAPCOM**
URL: **WWW.CAPCOM-EUROPE.COM**

If our holiday on board a luxury cruise liner had been interrupted by terrorist action and turned into a zombie blood bath, we'd want to speak to our travel rep.

Bruce McGivern, star of Dead Aim, on the other hand laps up the opportunity to uncover more of Umbrella's evil deeds. It's Resident Evil meets Time Crisis in an enjoyable but simple shooting frenzy that's best enjoyed with a G-Con2 lightgun.

TITANIC T-VIRUS TROUBLE

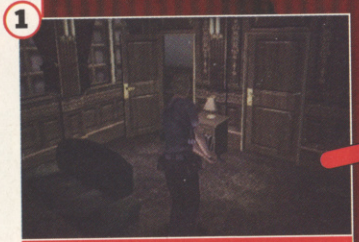
The game is played from two viewpoints. While exploring the ship the action is viewed from behind Bruce as you solve puzzles in the 3D environments. Encounter grizzly zombies, though, and you can switch to a first-person view with a quick trigger press.

The annoying thing is you can't move around while in first-person view, nor can you look up and down, which severely restricts your blasting abilities. Just as well the zombies are about as smart as a box of hair and move slower than a giant, doped-up snail.

Puzzles are also set at a remedial level, making it far too easy to steam through what is otherwise quite an enjoyable shooter. Definitely worth a rent but probably only worth buying if you're a real Resi head or gun nut.

VIEW ASKEW

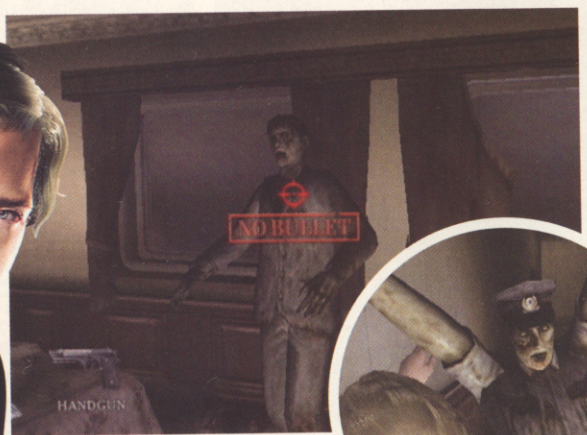
Controlling Bruce and later Fongling with the G-Con2 isn't as difficult as in previous gun games, but it still takes some getting used to. The biggest problem is that pressing left or right spins the camera rather than moving your hero, making side-stepping zombies quite a lot trickier than it should be. Blast!



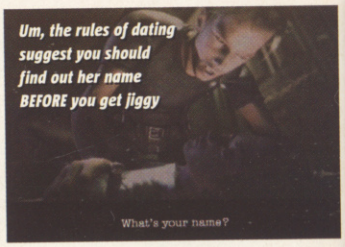
This is the default view. It works great if you're just trekking forwards. However...

...Stand still and press left or right and you get a (useless) panorama of your hero

Pressing the fire button switches you to the static first-person view for zombie-shredding

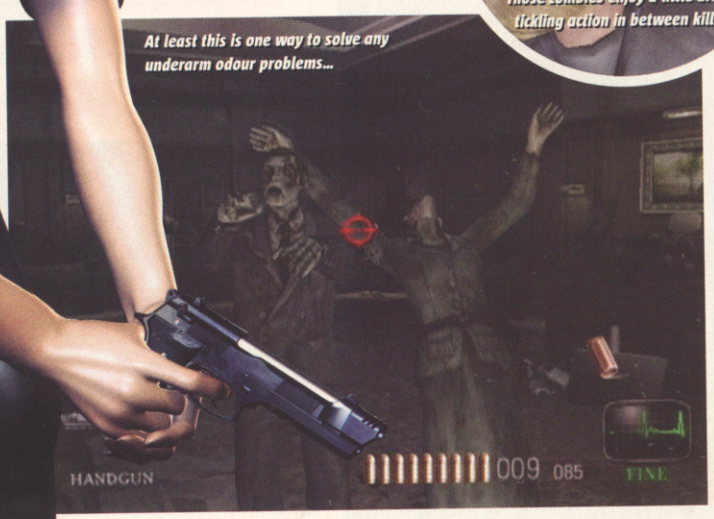


This isn't a good situation to be in, especially when in close confines



Um, the rules of dating suggest you should find out her name BEFORE you get jiggy

Those zombies enjoy a little armpit tickling action in between killing



At least this is one way to solve any underarm odour problems...

VERDICT

The best Resident Evil gun game yet, but it's still nowhere near as much fun as either the Time Crisis series or the traditional survival horror Resi games. **Lee**

GOOD VS BAD

- Cool lead characters
- Frantic shooting action
- A neat new chapter
- Over too soon
- You can't blow bits off zombies
- Puzzles too simple

IF YOU LIKE THIS TRY THESE... Dino Stalker (PS2), House Of The Dead III (Xbox)

6 OUT OF TEN

C.I.E.H?

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The objective of B-Man is to find your way through the mazes and caves to the exit door of each level. In most levels, you also need to clear the monsters from the area. There are a lot of monsters living in the mazes so beware and look for any treasures!

Order Code: 30001

Twenty thousand years ago, at the dawn of the Ice Age, three completely mismatched creatures have been brought together by a twist of fate. Sid, a fast-talking and comical sloth, Manfred, a moody woolly mammoth, and Diego, a sinister sabre-tooth.

Available for: Nokia 3410, 3510i, 6100, 6310i, 6610, 7210,7650

Order Code: 30002

Global Grand Prix is a game you won't be able to stop playing. The game features two modes of play. Start off your driving career by racing in the fiercely competitive drivers championship. If you place in the race you'll earn championship points and improve your vehicle.

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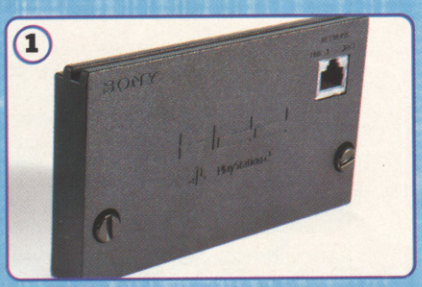
HOW TO GET YOUR PS2 ONLINE

With the release of SOCOM: US Navy SEALs, the broadband age of PS2 gaming is upon us. Internet gaming has truly arrived via the online shooter and Sony's new Network Adaptor. Better get yourself connected...

WHAT YOU NEED

Assuming you've already got the TV and PS2, there are a few other bare necessities you'll need to purchase before you can get online. And don't any of you lot start writing in saying we didn't mention electricity, a power supply, a SCART lead, a phone line and all the other gubbins either – it's not a competition!

1. NETWORK ADAPTOR (ETHERNET) FOR PS2
This slots into the back of the PS2, allowing you to connect a network cable to a broadband modem.



2. BROADBAND INTERNET CONNECTION
You've seen all the ads for monthly subscription and set-up fees. Well, here's where you put your consumer power to the test and go search for the best deal in your area – if your area has broadband access! A word of warning: check with any potential broadband supplier about compatibility with the PS2. At the time of writing AOL does not officially support the service.

2 BTopenworld

BT | freeserve

ntl: | Telewest Broadband

3. BROADBAND MODEM
This is sometimes included in the set-up cost when you choose a broadband supplier. If not, it's another trip to the shops.

4. MEMORY CARD (8MB)
Surely you've got one of these if you're already addicted to PS2. If you don't, you won't be able to save your network settings and will have to re-enter your details every time you want to play online.

5. A PS2 NETWORK GAME
Finally, the reason you want the whole set-up is to play a network-compatible game. So once you've set up your PS2 for broadband network gaming, don't forget to buy the software!

THE SET-UP

Don't know the difference between Google and Googol? Don't despair. Getting online with Sony's PS2 Network Adaptor is relatively straightforward. To help you through the process follow our step-by-step guide, and you too can soon be fragging online or riding ponies – depending on what you want to play.

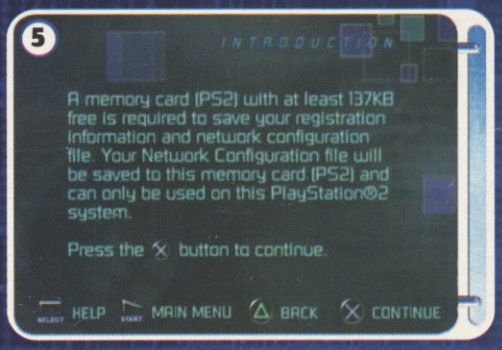
STEP 1: Connect the Ethernet Network Adaptor to the PlayStation 2; connect that to a broadband Internet connection and you're away! Wait! Not enough detail for you? Okay, let's take it a little more slowly...

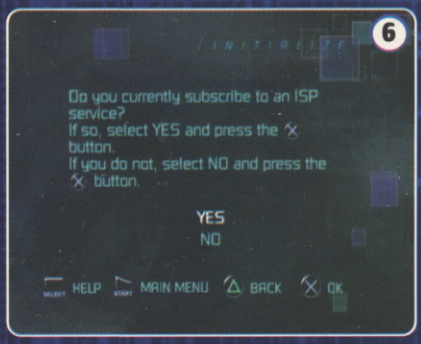
STEP 2: Switch off your PS2 and disconnect it from the mains. Remove the Expansion Bay cover from the back of the PS2. Remove the clear plastic cover from the electrical connector on the Network Adaptor. Gently slot the Network Adaptor into position over the expansion bay of the PS2.

STEP 3: Fasten the screws on the Network Adaptor with a small coin. Remove the sticker covering the out port on the Adaptor and insert your network cable (connected to broadband). Now switch the PS2 back on.

STEP 4: Now you'll need your NAD (Network Access Disc). Put it into the PS2 just like a normal game and wait for the prompt.

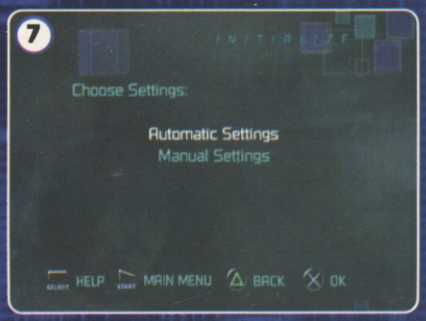
STEP 5: The first option is Get Connected or Central Station. The latter is Sony's exclusive online hub, only available with a PlayStation 2. But we don't want that for now – at this stage just click on Get Connected.



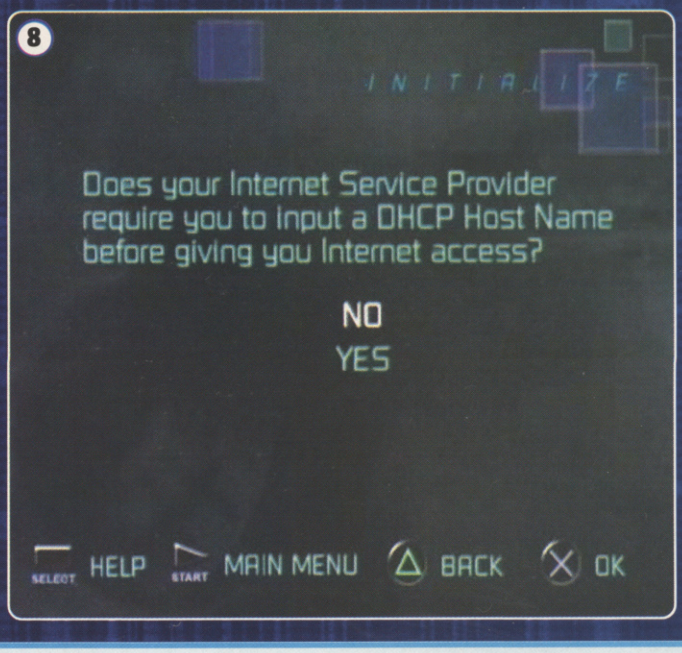


STEP 6: View the Installation Video or click on Set-up. Follow the questions and the Network Access Disc will automatically create a connection configuration. If your broadband ISP is listed, most of the network information will be supplied. Don't forget to make a note of your PS2's MAC address, just in case you need it later.

STEP 7: If your ISP isn't listed, you'll need to configure manually. It's not difficult. Just make sure you have your ISP details to hand. If you're still having problems, go to Advanced Set-up and select Network Diagnostics. This will carry out some tests to determine if it's possible for you to get online with your PlayStation 2.



STEP 8: Some Manual Configuration help. PPPoE refers to Point-to-Point Protocol over Ethernet. DHCP refers to Dynamic Host Configuration Protocol. DNS refers to Domain Name System. Your Internet Service Provider should supply all of this information when you sign up for a connection. If not, check its support website or your Network Settings folder on your computer if it uses the same ISP.



COMMON QUESTIONS

Q: Can I use my existing 56k modem to play PS2 online?
A: Not really. Any existing PS2 title that offers 56k online play, including Tony Hawk's 3 and 4, will soon be closing their servers and switching to broadband only.

Q: Can I plug my broadband modem directly into a PS2?
A: It would be simpler wouldn't it, but sadly no – there's nowhere to put the cable. That's why Sony has called its newest black box the Network Adaptor. For that matter you can't plug ADSL lines in directly either – the Network Adaptor isn't actually a modem, just a network connection.

Q: Will I have to pay to play?
A: Not at the moment. Beyond paying your broadband subscription fee there are no extra costs. However, some premium games such as EverQuest Online Adventures may require a subscription fee to play. This additional cost is justified due to the ongoing labour of maintaining an existing online world.

Q: Will all PS2 games be online only?
A: No. Sony and all the big developers realise that online gaming is an exciting new frontier, but they don't want to alienate their existing fans who like gaming just the way it is. For this reason the biggest titles will be playable both online and off, just like the first release, SOCOM. It's also worth noting that the forthcoming Resident Evil Outbreak was originally called Resident Evil Online, but Capcom realised a lot of people would want to play the game offline – hence the name change and the addition of offline play.

COMING SOON!

Not struck by SOCOM's charms? What's wrong with you? Well, you can't please everyone. So let's take a little gander at what's heading online in the near future – see anything you like?

EVERQUEST ONLINE ADVENTURES

PLAYERS: Thousands
OUT: Late 2003
EverQuest will introduce MMORPGs (Massively Multiplayer Online Role-Playing Games) to the console crowd. Set 500 years before the PC game, EOA allows thousands of players to interact on each server, with thousands of quests to perform and 520 square kilometres to explore.

In what other game do you get to battle giant purple men wearing loincloths? See, you're excited now aren't you?

HARDWARE: ONLINE ARENA

PLAYERS: 1-16
OUT: Autumn
Like Twisted Metal Black: Online and Destruction Derby: Arenas but in tanks. Hardware is another vehicular blaster, but with tanks or a nippy dune buggy if you find the tanks too slow. There are lots of weapons, plenty of different maps and if you get killed you're instantly respawned and thrown back into the action.

What's wrong with a good old-fashioned snowball fight? Well, if you own a tank this will be right up your street!

TRIBES: AERIAL ASSAULT

PLAYERS: 1-16
OUT: Summer
This is like SOCOM but with the addition of Mech armour, jet-packs and a number of vehicles. Choose a tribe, modify your armour and weaponry and then wreak havoc. With different roles determined by your armour, and weapon choices including spin fusors, Tribes, as the name suggests, is an interesting team game.

"You're going home in a robot ambulance!" or something like that. Now would be a good time to start running

AMPLITUDE

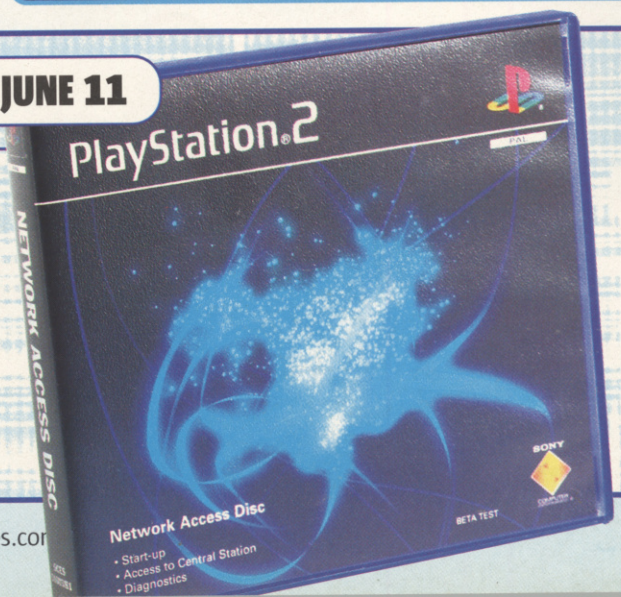
PLAYERS: 1-4
OUT: Autumn
From the makers of Frequency, Amplitude tests your rhythm and reflexes across tracks by big artists including Pink, Run DMC, David Bowie, Garbage, Weezer and Papa Roach. The online play allows you to engage in multiplayer duels and remix sessions with players from around the globe.

This is a journey into sound... we think. Well, what else could be going on here? It's like pure psychedelic pop

GET ONLINE FROM JUNE 11

NETWORK KIT

£24.99
Unlike the US starter kit, the UK Network Adaptor comes with no software or demo discs, although this omission does keep the cost down! So, for your money, you get the PS2 network Adaptor, the Network Access Disc and a broadband cable to connect the Network Adaptor to your broadband device.



SOCOM: US NAVY SEALS

£49.99
The best reason for getting your PlayStation 2 online right now is this game. SOCOM already has a vibrant online community thanks to extensive testing in Europe since March. The extra cost is justified by the inclusion of a Logitech headset that allows you to talk to other gamers while playing. That headset should come in handy for a number of forthcoming online games, too. Just you wait and see!

MY STREET
PLAYERS: N/A
OUT: September
A collection of mini-games and customisable characters should create quite an online following for My Street. Simple mini-games such as Marbles, R/C Car Racing, Dodge Ball and Chicken Herding provide the entertainment, but we think this is going to be a place for people to make friends and hang out too.

Customise characters and mini-games - this could be fun

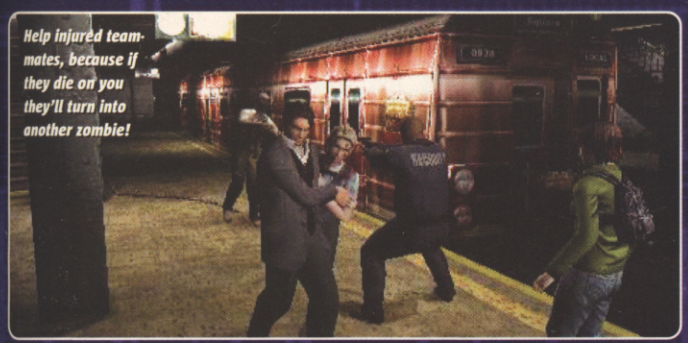
SYPHON FILTER OMEGA STRAIN
PLAYERS: 1-4
OUT: Early 2004
Create your own secret agent from scratch and go online for cooperative play. Teams of four will get to infiltrate bases together and take on the terrorists with teamwork. Compatible with the SOCOM headset, we're promised only teamwork will do, with online situations that lone gunmen won't be able to pass.

Fight terrorism as a suave secret agent not called Bond

DESTRUCTION DERBY: ARENAS
PLAYERS: 1-16
OUT: Autumn
Wrecking Racing and Destruction Bowl return, both offline and on, but there are more modes for network gamers including voice support. Speedway is a series of races where you try to take the chequered flag, Capture The Trophy is like a CTF game, except in cars and Pass The Bomb is a game of tag where the loser explodes.

Providing both crashes and burns, as you can see

RESIDENT EVIL: OUTBREAK
PLAYERS: 1-4
OUT: 2004
Only cooperative play and teamwork will get you through the zombie-infested streets of Raccoon City alive. The online game begins in a bar where you meet your team and wait for the carnage. Injured players need to be carried to safety because if you're killed you return as a zombie!


Help injured team-mates, because if they die on you they'll turn into another zombie!

GRAN TURISMO 4
PLAYERS: 1-6
OUT: Early 2004
Ooh, can you say killer app? Six players can race and chat online with all the courses in GT4 available for online racing. We also hear talk of team races (clans anyone?) offering the prospect of two-vs-two-vs-two and three-vs-three races. We can't wait! Well, we can, but you know what we mean, right?

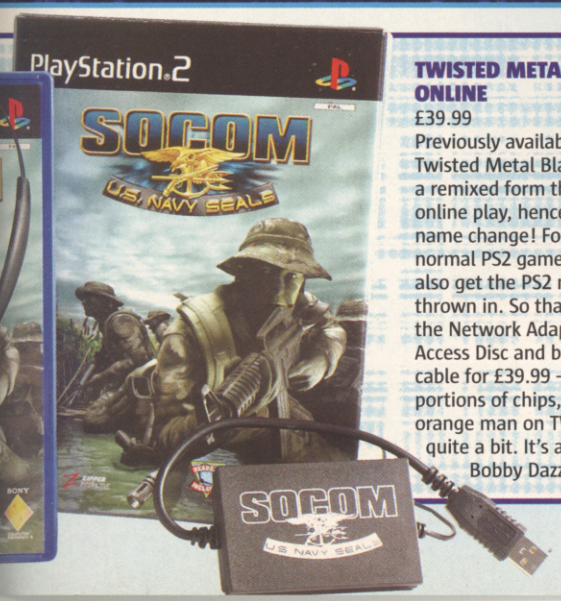
Online races will be more exciting than going up against shoddy computer opponents

AND MORE...
Star Wars Galaxies, Final Fantasy XI, This Is Football 2004 and ATV Offroad are just some of the treats in store later this year. There's also good news for PS2 owners from EA, which has announced that it'll only make online games for the PS2 and, due to a disagreement with Microsoft, won't be supporting Xbox Live. Could this mean The Sims, Medal Of Honor, James Bond and Harry Potter all online? We'll have to wait and see.

Star Wars Galaxies: those are the droids you're looking for!

The Sims: could they be heading online with the PS2?

The EA Sports series is heading online with PS2, so why not Harry?



TWISTED METAL BLACK: ONLINE
£39.99
Previously available for the PS2, Twisted Metal Black returns in a remixed form that now offers online play, hence that amazing name change! For the price of a normal PS2 game however, you also get the PS2 network kit thrown in. So that's a game, the Network Adaptor, network Access Disc and broadband cable for £39.99 – cheap as 40 portions of chips, as a bright orange man on TV likes to say quite a bit. It's a right Bobby Dazzler!

It may not be the best singleplayer title, but Twisted Metal Black: Online is surprisingly good fun

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CACKMAN©

THE INDEPENDENT VOICE OF THE FREE GAMING NATION

APOCALYPSE NOW

Cackman stumbles unsteadily through the narrow opening, his yellow face turning a bright shade of puce, heaving as he breathes in the fetid, stale air.

Eerie, colourless figures shuffle past without purpose, lifeless resignation written across their ashen faces. Shielding his weary eyes against the dim grey light, Cackman looks all around, but sees only misery and pestilence.

Cackman is now perfectly used to discovering this nightmare vision of hell in every games emporium across the country, (and not just the ones in Derby, you may be surprised to hear), as the interminable death rattle of the games industry slowly stutters towards a deathly silence.

Cackman is here to tell you to wake up once and for all – the dream is over. Games are rubbish, and it is with a mixture of contempt and pity that Cackman views the long list of games in CVG's E3 "Special" feature. Only in the Forrest Gump sense, guys...

And where are the valiant heroes of yore to resue us in our time of need? Mario is cruising for rent in his pink campmobile; Sonic, now with agonising yank drawl, has turned into some try-anything-once multi-platform whore; Lara is so late that only a coathanger will do the job now; and Link is collecting stamps. For pirates. Jesus.

One word: "totalcrap".

Cackman believes these erstwhile figures of worship are now tarnished beyond recognition, false gods no longer worthy of our blind praise. The clouds above seem to swirl with anger, forming a dark message of caution which Cackman feels obliged to share...

"Stop making so many rubbish spin-offs!" Gone again.

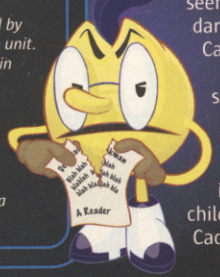
But Cackman sees a ray of hope, a glorious new dawn breaking on the horizon! A statue of Cackman in every city! A new era, my children! Love Cackman! Worship Cackman! Vote Cackman!

CACKMAN FOREVER!

LETTERS TO CACKMAN

Dear Cackman,
Now that the handheld PlayStation has been announced, does that mean GBA is doomed and Sony will take over the entire universe, including parts of North Wales?
Mr T, Leamington Spa

You seem to be forgetting the stern challenge offered by Nokia's mighty N-Gage unit. Retailing for the bargain bin price of £175,489 (or thereabouts) it's actually cheaper than most London flats plus it makes you look like a complete tit when you use it as a phone. Genius.



CACKMAN'S E3 ROUND-UP

Cackman is proud to announce his winners and losers from the pointlessly over-hyped Los Angeles show:

- **Nintendo for stunning the globe by announcing absolutely nothing of note. Amazing.**
- **Rare for proving it really can only make embarrassingly quirky games for bedroom-confined, acne-ridden adolescents.**
- **Sony for making up a console on the spot for a laugh. Much respect due.**
- **The E3 organisers for proving you really can show any old crap and Americans will still cheer.**

Pretty blue lights can't fool Cackman

Cackman surveys the gaming wasteland that is E3

WRITE TO CACKMAN

You lot must have ideas. Questions. Theories. Write to Cackman at the usual address, and the best will win an awesome prize! Senders of anything Cackman considers to be crap will be subjected to GBH in text form on this very page. Come on! You want to be famous, don't you? What else have you got to live for in your stupid little lives?

Cackman's opinions aren't necessarily those of CVG

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Pokemon Ruby
Pokemon Sapphire
Sonic Advance
Sonic Advance 2
Street Fighter Alpha 3
Tekken Advance
Tony Hawk's 2
Turok: Evolution
X-Men: R. of Apocalypse
Yu-Gi-Oh!: World Edition
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GBOY COL

A. Powers: Oh Behave!
Action Man
Blue Pokemon
Crystal Pokemon
Dragonball Z L.Sup.Wars.
Harry Potter
Kirby's Tilt 'N' Tumble
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon Trading Card
Pokemon Yellow
Rayman
Spiderman
The Simpsons Tree Horror
Yu-Gi-Oh!: Dark Duel St.
Zelda: Oracle of Ages
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N64

Conkers Bad Fur Day
FIFA 99
Fists of Fury (Tom & Jerry)
Goldeneye
Pokemon Stadium
Re-Volt
Shadows of the Empire
Star Wars: Racer
Turok: Dinosaur Hunter
Zelda: Majora's Mask
Zelda: Ocarina of Time
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Bangaio
Blue Stinger
MDK 2
Metropolis Street Racer
Mortal Kombat Gold
Ready 2 Rumble Boxing
Res. Evil: Code Veronica
Shadowman
Stupid Invaders
Tomb Raider 4
Tomb Raider 5
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PS ONE

Broken Sword
Broken Sword 2
Crash Bash
Digimon World
Digimon World 3
Dino Crisis
Dracula Last Sanctuary
Dragonball Z: Final Bout
Driver 2
Dune
Fear Effect: Retro Helix
Final Fantasy 7
Gran Turismo
Gran Turismo 2
Grand Theft Auto
Harry Potter
In Cold Blood
Lara Croft in Tomb Raider
LMA Manager 2002
Martian Gothic
Marvel vs Street Fighter
Mat Hoffman's Pro BMX
Parasite Eve 2
Resident Evil
Resident Evil 3: Nemesis
Silent Hill
Spiderman
Spyro 3: Year of Dragon
Star Wars: Phantom M.
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tomb Raider 5
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PC

Age of Empires 2
American Conquest
Anno 1602
Baldur's G.2: Sh. of Amn
Black Hawk Down
Broken Sword 2
C&C: Generals
Disc World 2
Empire Earth
Enter the Matrix
Gangsters
Grand T Auto: Vice City
Half Life
Harry Potter
I. Jones: Emperor's Tomb
Icewind Dale 2
Mafia
Matrix (Enter the)
Rayman 2
Robot Wars: Extreme Dst.
RollerCoaster Tycoon II
Settlers 4
Shogun: Total War
Sims
Sims: Deluxe
Soldier of Fortune
Splinter Cell
Stronghold
The Matrix
Theme Hospital
Tomb Raider
Tropico 2: Pirate's Cove
Unreal 2: The Awakening
Vietcong
X-Men 2: Wolverine's Rev.
Plus Many More...

GAMECUBE

Agent Under Fire
Aggressive Inline
Baldur's Gate: Dark All.
Batman: Dark Tomorrow
Blood Omen 2
Bloody Roar: Primal Fury
Bounty Hunter: Star Wars
Burnout
Burnout 2 Point of Impact
Conflict: Desert Storm
Dave Mirra BMX 2
Desert Storm (Conflict)
Die Hard: Vendetta
Enter the Matrix
Eternal Darkness
Extreme G 3
FIFA 2003
Freekstyle
Ghost Recon
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Ocarina Of Time: Zelda
OO7 Nightfire
Phantasy Star Online
Point of Impact
Reckless: Yakuza Missions
Resident Evil
Resident Evil Zero
Rise of the Akkadian
Rocky
Rogue Leader
Scorpion King
Simpsons: Road Rage
Sims
Sonic Adventure 2 Battle
Sonic Mega Collection
Spiderman The Movie
SSX Tricky
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Star Wars: Rogue Leader
Starfox Adventures
Super Mario Sunshine
Super Monkey Ball
Super Monkey Ball 2
Super Smash Bros Melee
Superman: Apokolips
The Fellowship Of Ring
The L. of Zelda: W.Waker
The Matrix
The Scorpion King
The Simpsons: Road Rage
The Sims
Theme Park Adventure
Time Splitters 2
Tony Hawk's 4
Turok: Evolution
Wind Waker
Wolverine's Revenge
WWE Wrestlemania X8
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Zelda: Ocarina of Time
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X-BOX

007 Nightfire
Baldur's Gate: Dark All.
Battle Engine Aquila
Blade 2
Blood Omen 2
BloodRayne
BMX XXX
Bruce Lee: Quest Dragon
Buffy The Vampire Slayer
Burnout 2 Point of Impact
Champ. Manager 2001
Champ. Manager 2002
Conflict: Desert Storm
Dark Angel (J.Cameron)
Dead or Alive 3
Dead or Alive Volleyball
Dead to Rights
Deathrow
Desert Storm (Conflict)
Dynasty Warriors 3
Elder Scr. III: Morrowind
FIFA 2003
Fire Blade
Genma Onimusha
Ghost Recon
GT 2002
Halo
Harry Potter C.of Secrets
Hitman 2: Silent Assassin
Hunter: The Reckoning
I. Jones: Emp's Tomb
Jedi Knight 2
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Jurassic Park Op Genesis
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B = 0 2
Baldur's Gate: Dark All.
Battle Engine Aquila
Blade 2
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Eighteen Wheeler
Escape Monkey Island
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F1 2002
FIFA 2003
Final Fantasy 10
Fire Blade
Formula 1 2002
Freekstyle
G = 0 7
G1 Jockey
Getaway
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H = 0 8
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HULK™

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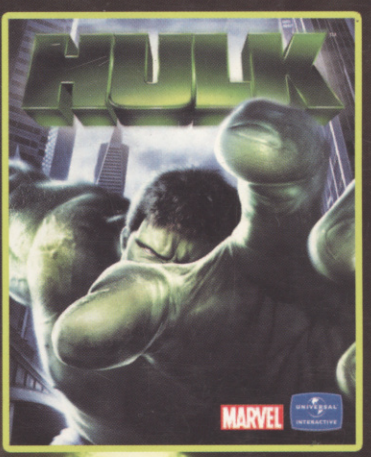

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